BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

YC

C64 C128

NOVEMBER 1990

£1.95 with 2 free games tapes



ATOMIC ROBOKID REVIEWED
TEEN IN A TIN CAN!

FREE ST DRAGON POSTER

ALSO REVIEWED:

- Greg Norman's Ultimate Golf
- Midnight Resistance
- Rick Dangerous 2
- Helter Skelter
- Summer Camp
- Nightbreed
- Plotting
- St Dragon
- Puzznic
- Subbuteo
- TNT

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An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".
" I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)
THE SALES CURVE
50 LOMBARD ROAD
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CONTENTS · YC NOVEMBER 1990

REGULARS

ON THE TAPE

8 free games, 2 free tapes! See coupon for your second!!! Are we good to you? Of course we are!!

FEATUROONIES



NIGHTBREED – There's a sting in this tale! And there's a sting in her tail too, I think she wants to use it aswell, on your sorry cranium



NIGHTBREED – Damn right it hurt! If you do that again I'll sob, better still I'll leg it! Those who get up and leg it return again to really smeg it!

REVIEWS

POSTE

YC - A BETTER FORMAT THAN THE REST

• AMIGA 500, - 1000, AND - 2000, • ATARI ST AND ATARI STE, • IBM PC AND COMPATIBLES, •

• C.G.A., E.G.A., V.G.A., TANDY 16 COLOUR AND AD LIB CARD •

SO REAL YOU CAN SMELL THE SMOKE

THE NO.1 NEW YORK TIMES BESTSELLER

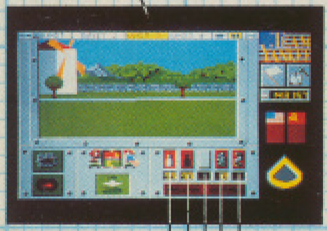


"ROMEO 25 - THIS IS MIKE 77 - SPOT REPORT - 5 T72 TANKS MOVING WEST - GRID 190852 - CONTINUING OVER"

Capt. Sean Bannon snapped his head to the left. There was only one place where the Russians could be, and that was on the hill 2200 metres away. All the training, planning and preparations were over. Team Yankee was about to learn if the team's seventy nine men and twenty five million dollars worth of equipment could do what they were supposed to do.

Team Yankee is designed to test your leadership and tactical skills to the quick. You can display in either **"quadrant mode"** where all four platoons may be controlled at once.
or
Full-screen Mode where the display homes in on just one platoon.



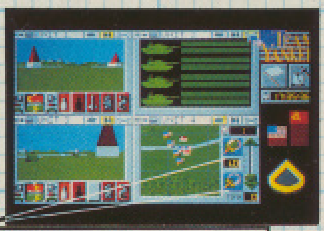


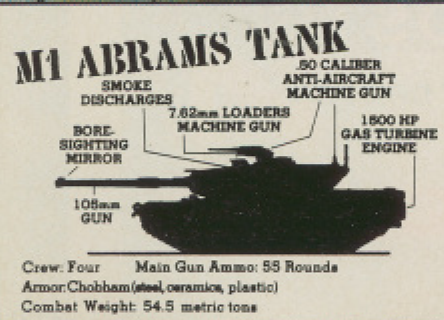
You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.

To the right of the compasses are five icons which represent the various types of **weaponry** available to the unit.

- **MACHINE GUN** - which is always available to the player and has an 'infinite' number of rounds.
- **SMOKE** - a smoke grenade which allows enemy vision to be obscured.
- **HEAT** - a high explosive anti-tank round
- **SABOT** - an armor-piercing tungsten shell
- **TOW** - a high-range anti-tank missile

The major capability on the quadrant map screen is to alter the movement and formation of any platoon. The whole of the map may be viewed at once, or you may zoom into any portion of the battlefield using the icons to the right of the map.





Team Yankee is the definitive action simulation of modern tank warfare. Watch scenarios unfold on 3D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. Defend Hill 214 from Yuri Potecknov's crack tank platoons, attack Objective Link through sniper fire from forests, protect the Langen Gap from an entire Soviet tank battalion at night!

Five major scenarios based on the battles featured in the New York Times No. 1 best seller Team Yankee.



Engine smoke This will prove very useful in confusing your enemy if you find yourself in a tight corner.

Rotation icon and compass display.

Infra red (or thermal) **imaging** This feature is very useful for identifying vehicles camouflaged on the edge of forests. Contary to popular belief the thermal image is green and not red.

Zoom. When this icon is accessed the central portion of the screen is magnified by a factor of 10.

Laser range finder. The range finder will lock on to a reflective target if the firing cursor is placed directly over the object.



Wide formation icon. This increases the spacing between vehicles in your platoon to 100 metres.

Narrow formation icon. This reduces the inter-vehicle spacing in your platoon to 50 metres.

Vee. a vee formation.

Echelon left - places your vehicles on a right to left diagonal relative to your direction.

Wedge - places your vehicles in a wedge formation.

Scroll icon: The four arrows underneath the ETA display allow you to scroll your map in any of the four directions.

Dead Stop icon. This red icon, causes your platoon to come to a dead halt when clicked.

In line - places your vehicles in a line abreast relative to your direction.

Echelon right - places your vehicles on a left to right diagonal relative to your direction.

Column - places your vehicles in a line ahead relative to your direction.

EMPIRE SIMULATION

4 The Stannetts, Laindon North Trade Centre, Basildon, Essex, SS15 6DJ. (0268) 541126

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YC
Alphavite Publications Ltd
20 Potters Lane, Kiln Farm
Milton Keynes MK11 3HF
Tel: (0908) 569819
Fax: (0908) 260229

Editor
Rik Henderson

Group Editor
Paul Eves

Designers
Mark Newton, Helen Saunders

Publisher
Hasnain Walji

Contributions
Post Apocalypse, Andrew Banner, Oozin' Eugene, Beverly Gardner, Ashley Cotter-Cairns, Sean Kelly, Stuart Green, Alan Lathwell, Paul Rigby, Cam Smith.

Advertising Manager
Cass Gilroy

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But First This..

Well frag me with a large water melon, if we ain't got loads of wicked FULL COLOUR games reviews. And not only that but TWO free cassettes full of EIGHT complete games and loads of COLOUR throughout the rest of the magazine. But if we fade back into the realms of seriousness for one brief nanosecond I think you'll agree that this issue of YC is a little different from the rest. IT'S A WHOPPER!

So how did this incredible change come about? This is a rough description of what happened...

I was twiddling my thumbs one day when I suddenly realised that YC would be even more rad, even more bodacious, if it had even more colour. So I trotted into the publisher's office and said "I want more colour NOW!"

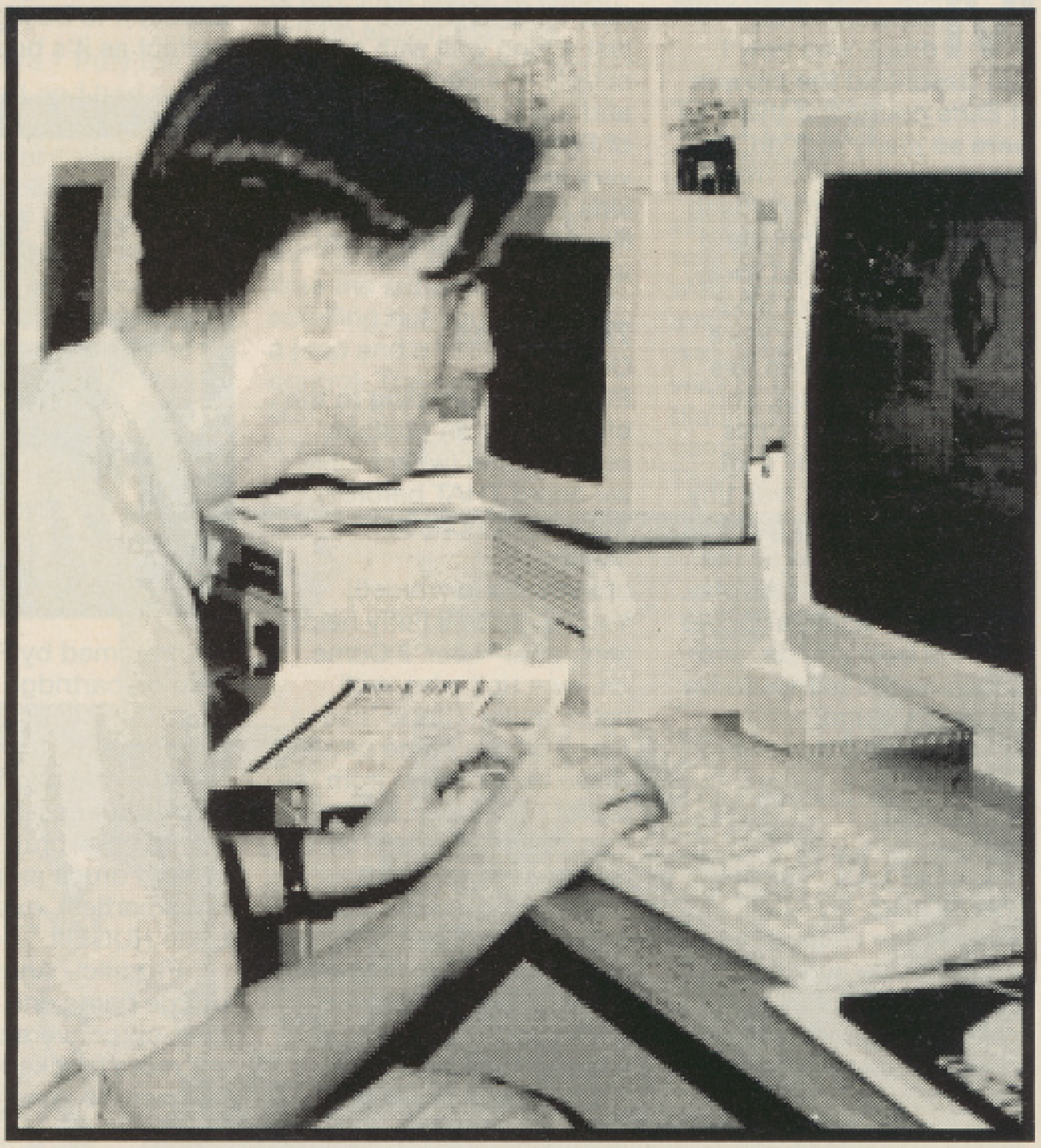
When I came round, I picked myself off the floor outside the said office and went to Woolys and bought a packet of crayons. When the mag came in the office I stayed awake for a couple of weeks, drinking loads of cans of coke and tonnes of tea, and coloured in all the mono pages, and most of the screenshots.

Now I'm going to go to bed to sleep for a year, and if anybody disturbs me they'll be very sorry!

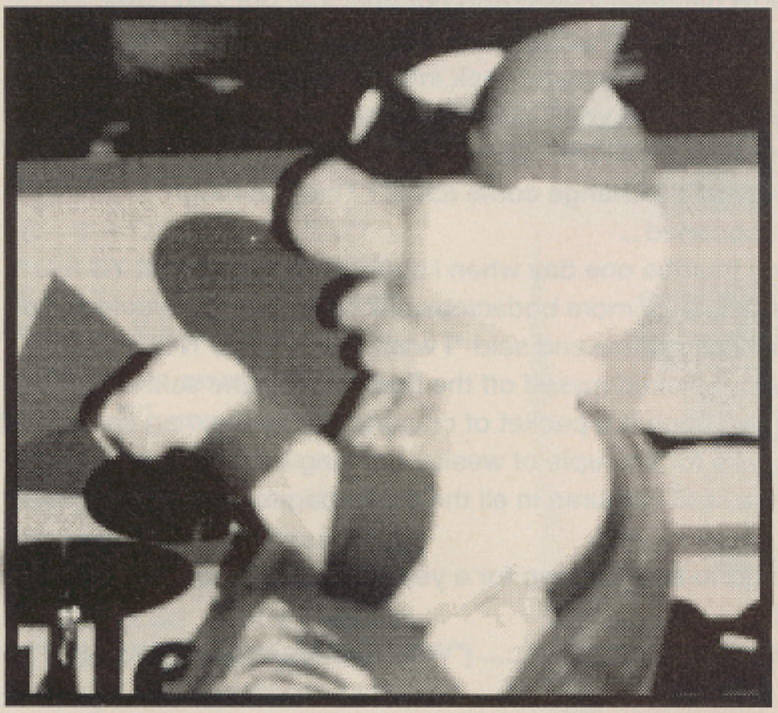
Zzzzzzzz...... Zzzzzzzz...... Zzzzzzzz...... ("Wake up! Wake up! WAKE UP!" - The readers!)

Oh erm, sorry, before I go I'd better explain that next issue will have a completely free comic with it, called YOINKS COMIC, and it features strips about Post Apocalypse, Flame Head, Cedric The Barbarian (before his recent demise) and a few other YC favourites. And also that January's YC is the new look, bigger magazine than ever before! See ya in thirty (years)...

Rik Henderson



DATA SPECIAL - DERE



And so the CES passed for yet another year. And Rik was the poor sucker that suffered the onslaught of the bubble gum brigade. He managed to stay conscious long enough to bring us this report...

Mini Millwall supporters on drugs was how I first described the crowds at Earls court, and there were so many that on Saturday afternoon the doors were forcibly closed and around five thousand of them were turned away, heaven only knows what it'd been like if they were let in too. Apart from this slightly marring fact, and that the floor-space this year was obviously a lot more restricted (it was tiny, mate) a lot of juicy games were on show, and all the coin-ops were on free play. Read on for a few snippets from the best stands, and details on the games to be released up until Christmas and beyond.

OCEAN

The Stand

Possibly the weakest stand they've ever had. A few arcade machines scattered around, and a couple of employees flinging carrier bags into the crowd. There was no new fangled munchy bits, just a long wall with a couple of video screens and a wacking great piccy of Robocop, hurm... not very impressive but the kids still flocked around it like wasps around a jam jar.

The Games

October

Plotting - According to the blurb this is an obscure puzzle game (where have we heard THAT before?), but no guv honest, it's flaming obsssccuuurrreee!!! You've got this fluffy helper (who said "ooer"? Come on, own up!) who, well helps really. This is 'cause these blocks come pouring down in formation from the top of the screen and you must eliminate them by hitting each one with a block of the same peculiar type. Simple? Not on your nelly, if you want to know more go check out your local arcade, it's been a coin-op for a while. Also it'll be one of the first games being released on C64GS cartridge only. (See review in this issue!)

The Nightbreed - Based on the Clive Barker directed film that has been put back from release since last October (the film, not the game) and unfortunately only adults can see it because it's a little on the gory side. Expect the game to be much of the same. (Also reviewed in this issue!)

Total Recall - Another film licence of another gory movie that only adults could see. This'un will be very gory as you play the part of Arnie as he travels to Mars to find his real identity.

Special Criminal Investigation (Chase HQ II) - Much the same as the first coin-op, Chase HQ II though has big munchy weaponry to allow you to shoot at the other cars as well as ramming them. Expect it to be nigh-on perfect as it's being



programmed by Probe. Also on cartridge only!

November

NARC - And another arcade licence, this time set in the depraved world of hard drugs (nope they're not smarties), expect this to be HUGE!!!

Puzznic - Another puzzle game and another coin-op conversion. There are more blocks to be manoeuvred and more quick thinking is to be had here.(See review!)

Robocop 2 - The biggie!!! And one of the tips for Christmas no. 1. You are Robocop again and you must do your thang against another Robocop (a nasty baddy Robocop). Cartridge only.

December

Toki - This is a very Japanese style cutesy



arcade machine that is once again due to be converted to the commie 64. There are wacking great end-of-level meanies to be destroyed too. Cartridge only.

Pang - Yep it's an arcade licence, and yep it's cute. You have a harpoon and you must shoot



RE'S NO BIZZNIZZ...

balloons, hurm... And guess what? It's cartridge only!

To Be Announced
Navy S.E.A.L.S. - Based on the film of the same name with Charlie (Platoon) Sheen and Michael (Aliens) Biehn. As the heroes you have to enter the Middle East, kill loads of nasty people and come home again, just the sort of fun

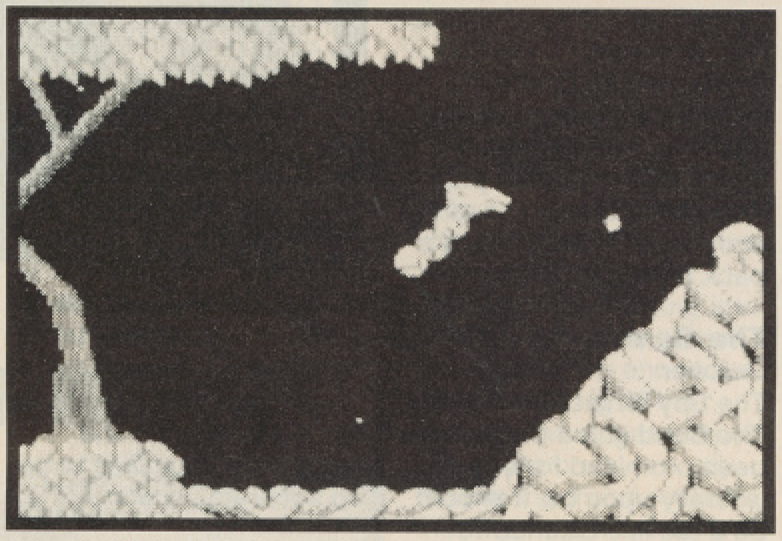


that you'd want on cartridge only.(Previewed in 'Thangs to Come'!)

ACTIVISION

The Stand
Erm... Er... Didn't really have a stand, just a luverly suite where journos could go and scoff sandwiches.

The Games
October

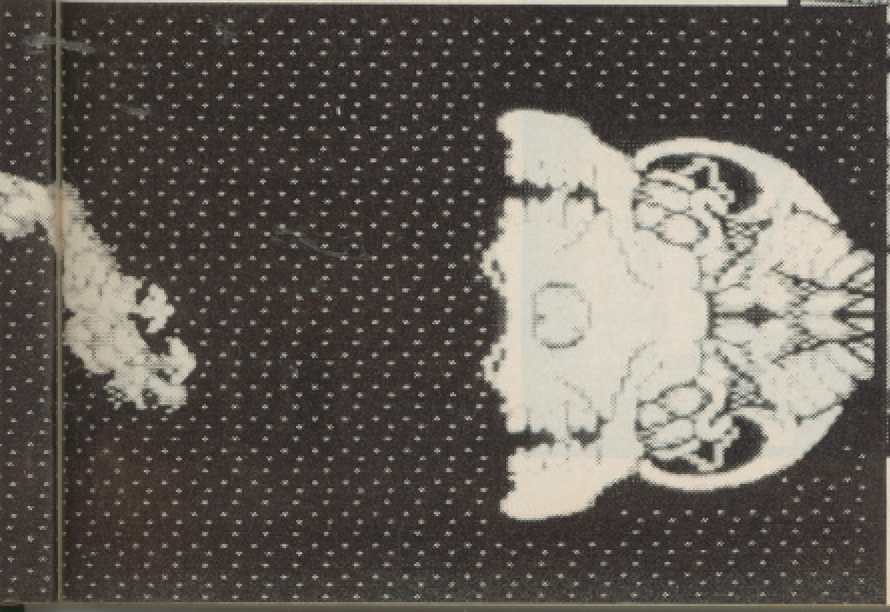


Atomic Robokid - Go and read the review, we'll wait...

November
Dragon Breed - An arcade conversion of the Irem hit. You fly along sitting on top of a huge dragon and you smeg just about everything, and it's even got end-of-level monsters. (See preview)

Early 1991
Beastbusters - Truly the most violent and bad taste coin-op of them all, and now it's to be converted to the commie 64. A bit like Op Wolf, but you wander around killing zombies and other assorted undead, and boy do they explode when you shoot them.

R-Type II - Yeh, it had to come didn't it? R-Type was so successful that the sequel is to follow just over two years later. It's got even more chunky bits too.



STORM

The Stand
Again Storm didn't really have a stand, but their suite was easier to find.

The Games
October
Saint Dragon - The first product to be released on The Sales Curve's own label, and what a stonker it is too. Five levels of shoot-em-up action that has even more to offer than R-Type, and is smoother too. (Reviewed this issue!)

November
SWIV - NOT Silkworm 4, but flipping close! This time the action is vertically scrolling but you still have a jeep and a helicopter to control. The action is fast, fast, FAST! Expect it to be a winner. (See preview)

Early 1991
Rod-Land - More cutesy characters, aaarrrgggghhhh!!! A coin-op game that offers simultaneous two-player action, and that can't be bad.

Big Run - A conversion of the excellent driving arcade machine (driving as in "It drives us round the bend, mate") that proved so popular 6 months back.

Double Dragon III: The Sacred Stones - Expect this to be the first Double Dragon game that is any good.

Solar Jetman - The hero of those ancient classics Jetpac and Luna Jetman is back.

Asylum - Described as a top view three player interactive heavy metal fantasy action adventure coin-op, hurm...

Brute Force - Beat-em-to-bits action in a big city aptly titled 'Big City'!

VIRGIN

The Stand
This was right near the escalator, and dead brill it was too. All the games were on show, and available for the public to play, and there was a wicked thumping beat blaring from a few camouflaged speakers. There were loads of



goodies being given away too, such as Sega bubble gum and posters, what a laugh eh?

The Games

October

Super Off Road Racer - Otherwise known as Ivan 'Ironman' Stewart's Super Off Road Racer. This was a humungous arcade hit, and I used to spend so much money on it (that's 'cause I was no good). It's a bit like Super Sprint with dirt and mucky bits.

Judge Dredd - Based on the immensely popular comic strip hero (anti-hero?) of the same name, and has you patrolling the streets of Mega City One, keeping crime levels down and wasting those fatties.

Monty Python - Reviewed a couple of issues ago, remember???

November

Golden Axe - A truly awesome arcade conversion of one of the best slice 'n' dice games ever. Again coded by Probe.

Early 1991

Viz - Paaarpp!! This is the big one (ooer!). You can play Johnny Fartpants, Buster Gonad or Biffa Bacon in this game based on the best comic ever, yoinks!

Spot - All we know is that it's puzzly, it's addictive, and it's not about acne, hmmm...

Supremacy - Already available on the 16-bits. This is one big, big, BIG strategy game, that is again coded by Probe (they don'alf get about don't they!)

DOMARK

The Stand

One of the better stands. It had a great cave effect (some people calling it a grotto) and was covered in excellent Tengen arcade machines, all on free play. It was also one of the rare stands that was selling it's back product too.

The Games

October

The Spy Who Loved Me - The Bond game that has been promised for so long is finally upon us. It should be a tad like Licence To Kill but tonnes better.

Wheels Of Fire - A compilation of the three top driving games last year and one that has never been released before. Chase HQ, Turbo Outrun, and Power Drift were all in the Christmas charts last year, and Hard Drivin' finally makes it onto the C64.

November

Wings Of Fury - The Broderbund game where you, in your Hellcat plane, can bomb little Japanese huts and strafe the little blighters as they come running out. Great animation here!

Badlands - Super Sprint with weaponry and munchy bits. A conversion of the Tengen coin-op.



S.T.U.N. Runner - Also a Tengen coin-op, in the Hard Drivin' vein (ie. it's got vector filled graphics), bit of a wet fish in the arcade but promises to be an accurate version.

Early 1991

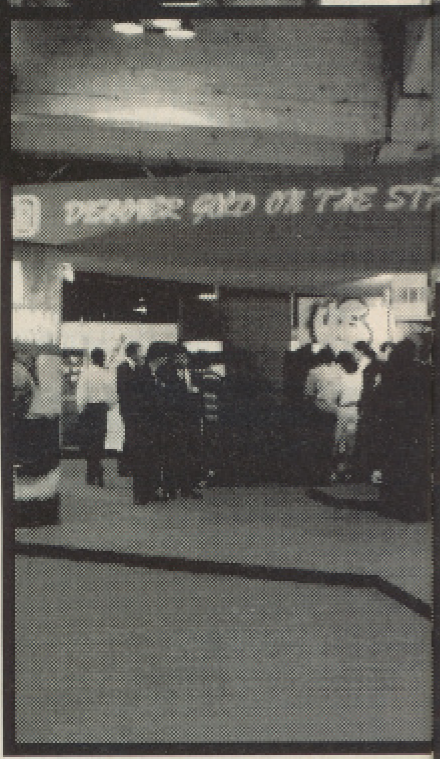
3D Construction Kit - You too can design your own Freescape games with this construction kit. It allows you to do things that even the games using it in the past couldn't do.

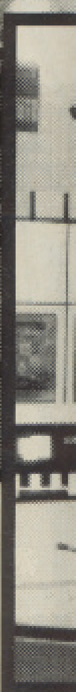
Mid 1991

Skull And Crossbones - Pirate inspired Tengen coin-op fun in a hack 'n' slash game for two players.

Hydra - Another Tengen game, and this'un is a water based driving game, is roughly the same mould as Chase HQ, 'cept with hoverboats.

Thunder Jaws - A moist-em-up as you shoot loads of things that reside underwater. And surprise surprise, it's a Tengen coin-op.





R.B.I. 2 - A baseball sim, and that's all you need to know.

GREMLIN

The Stand

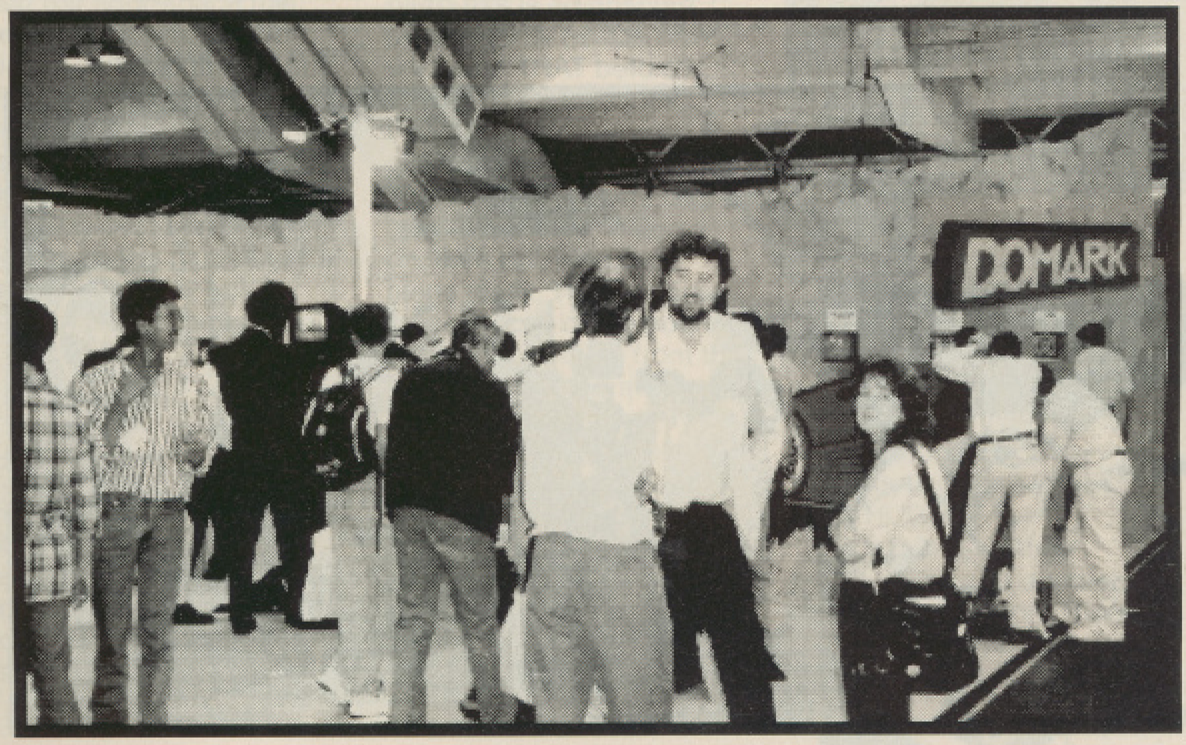
A cool stand indeed. Made even more cool due to the fact that they had the Lotus Esprit Turbo Challenge Challenge (if you get what I mean). This meant that two people at any one time could race against each other whilst Sean Kelly (YC contributor, and Gremlin employee) hurled abuse at them in his own special way. The top time of the day won £50.

The Games

October

Lotus Esprit Turbo Challenge - A racing game with smooth graphics and split screen two player action.

10 Pack - An ultra cool compilation of TEN games, read them and weep... Butcher Hill, Footballer of the Year II, Gary Lineker's Hot Shot, Side Arms, Street Fighter, Super Scramble, H.A.T.E., Road Runner, Dark Fusion, and





Skate Crazy!

November

Supercars - More Super Sprint style gameplay, but on a larger scale and tonnes more fun.

Switchblade - Arcade style slash-em-up, with a little bit of weapon collecting on the side.





MIRRORSOFT

The Stand

TURTLES, that's the catchphrase for Mirrorsoft. Turtles and lots of them, apart from that there were games on display and Jonathan Ross presenting the company's promotional video.

The Games

November

Teenage Mutant Ninja Turtles - Cowabunga! Need I say more?

Early 1991

Predator 2 - Based on the film that is the sequel to one of my favourite films ever so I think I'll leave it there.

Back To The Future III - This has got to be better than II, it's based in the wild west, based on the movie, and guess what? It's being coded by Probe (my God those boys'll drop)!

US GOLD

The Stand

Very, very, VERY big!!! Not a Ferrari in sight, just a wacking great Lambourgini, and loads of graffiti art everywhere. Tonnes of arcade machines all on free play, and there was even a graffiti art demonstration to announce US Gold's latest licence.

The Games

October

Dragonstrike (SSI) - Dragon-em-up as you fly a dragon and breath your deadly phlegm over the nasties.

Buck Rogers (SSI) - Biddy biddy biddy, it's Buck and his chums in a Role-Playing Game that is based on a Role-Playing Game.

November

Platinum - A truly wicked compilation containing Ghouls and Ghosts, Strider, Forgotten Worlds, and Black Tiger (which has never been released on C64 before).

Strider II - Sequel to the excellent original game that was so good that Capcom have decided to make it into an arcade machine. This'll be a coin-op too.

ESWAT - Elite Special Weapons And Tactics is what it stands for, and superior mashing is what it offers. A coin-op conversion naturally. (See preview!)

Line Of Fire - Based on the ever popular Op Wolf style arcade machine, as you just shoot, kill or maim everything in your way.

ACCOLADE

The Stand

A humble but exciting stand. Everything on show was on the PC (as Accolade are moving into that area) but the games were great. An enormous picture of king of the mams, Elvira, was draped along the back, proudly displaying that Accolade had won the licence. And the video of Elvira the film was playing for those who were too tired to move on.

The Games

October

Accolade In Action - Another of those Accolade compilations (although I thought they should have called it 'All-Time Big Stonky Ones') this time featuring Grand Prix Circuit, Fast Break, 4th and Inches, and Blue Angels.

November

Star Control - A strategy cum shoot-em-up cum 3D doofer, in space. A little for everyone.

December

Stratego - Based on the ancient MB games boardgame that gets everybody arguing and usually ends up with the dog wandering off with the pieces in it's gob and my sister having the board forcibly rammed down her throat.

ELECTRONIC ZOO

The Stand

In the corner of the stand was a dummy holding a ball and standing on a plastic base. At one point Stewart Bell (erstwhile MD of the company) decided to stand on the base too and dummy, ball, base and Stewart all decided to go their separate ways, a real source of mirth and entertainment.

The Game

October

Subbuteo - Erm... This is just about the only release on the C64 for some time, but it's finger flicking good (groan)! (

OTHER GAMES TO BE RELEASED

As I couldn't get around all the stands, here's a few of the other games that were announced and are to be released...

October

Necronom (Linel)
Helter Skelter (Audiogenic)
Emlyn Hughes Arcade Quiz (Audiogenic)
Loopz (Audiogenic)

November

Colossus Dual Pack (CDS)
Kaiser (Linel)
Over The Net (Genias)
Dragon's Kingdom (Genias)
Exterminator (Audiogenic)

Early 1991

Dragonslayer (Linel)
The Neverending Story II (Linel)
Warm-Up (Genias)

To Be Announced

European Superleague (CDS)
Super League Manager (Audiogenic)
Gremlins II (Elite)
Tournament Golf (Elite)
World Championship Soccer (Elite)

OTHER ATTRACTIONS

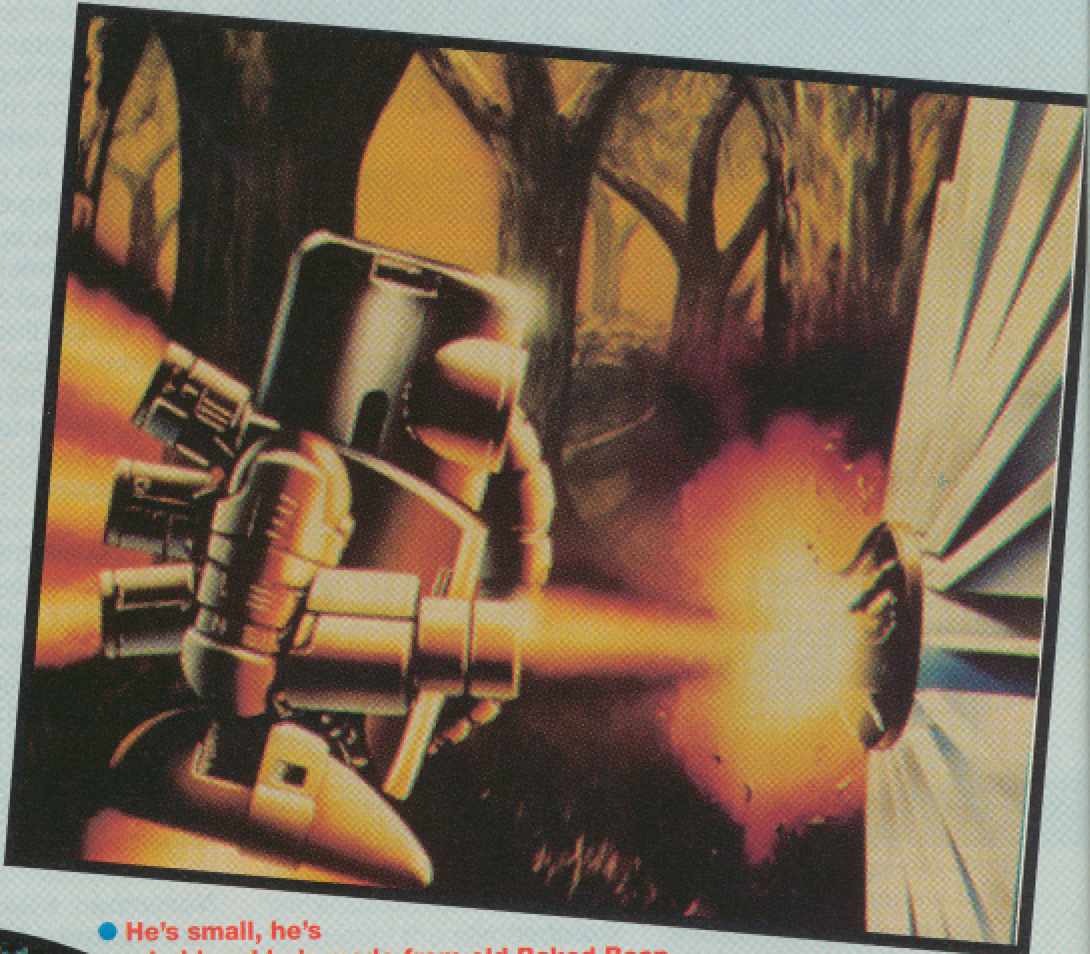
Well... the Turtles were stage, so was Betty Boo, and Frank Bruno, Esther Ransom and a few dressed up nobodies opened the whole caboodal. And of course, I was there wasn't I?

A BIG apology to all those that I missed out, I am but small and you are so many!!!

ATO
ROBO

ACTIVISION - £9.99 Tape, £14.99 Disk

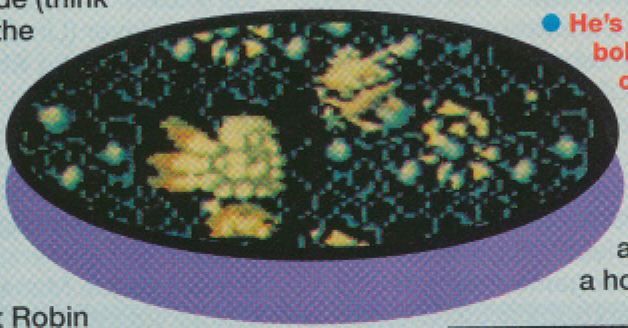
Rik climbs inside a tin of spam and bounces around making Kerblam noises! When we let him out he gets straight onto the computer to review the experience.



● He's small, he's bold and he's made from old Baked Bean cans. Due to the wonders of modern science, you can now have a meal that cooks itself!!!

Those Japs are pretty intelligent ain't they? I mean look at all the splendid games that they've designed over the years, but I'd like to know what the heck the guy was on when he thought up Atomic Robokid.

Think about it. This is a small lump of metal that burns around spouting laser beams from his hands, and farting fire out of his backside (think about the blow back, ouch). His eyes are made out of Reliant Robin headlamps and his nose is stolen from Nelly the cybernetic elephant. But his appearance is not the concern here, because somebody has decided to send this mishapen lump of scrap up against robots that look like Arnold Schwarzenegger's mother (fragging big, I don't mind telling you).



This means that our teen from tinsville is gonna get his fire spouting ass kicked from here to the scrap heap in no time at all. Don't be surprised if you find a tin of spam that occasionally belches a flame or two in an effort to get off the ground, or a Renault 5 that blasts traffic in order to avoid a hold up.

So, as unbelievable as the match up may be, Atomic Robokid, that small fire farting, laser spouting, headlamp faced hero of the can factory is the main subject of an arcade game, and now a home computer version, invented by the oh so clever Japs!

But then again look at the track record of shoot-em-ups. R-Type plunged a tiny pinhead of a ship against some biiiigggg muthas,



MIC

OKID

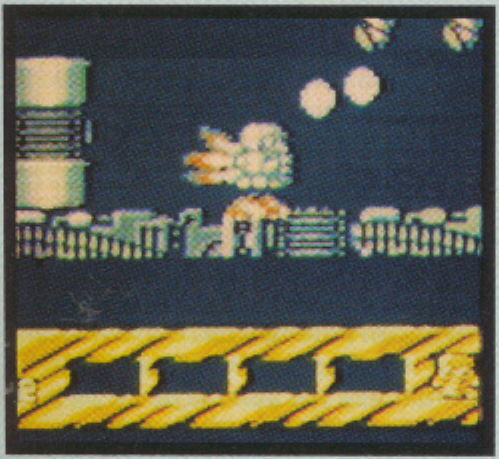
Nemesis the same, and even Space Invaders had some unbelievable odds, although none of these stretched the theme to include



● Erm, you get the most exciting screenshots here in YC! Go on, dooo something!

siblings.

Then again you're in control of said Robokid, and you'll have no probs whatsoever will ya? Those big smeggy monsters ain't got no say when it comes to your happy trigger



● Aargh, I'm being attacked by two large spherical things! It's a hysterectomy nightmare.

finger. And that's really what it's all about, is it not?

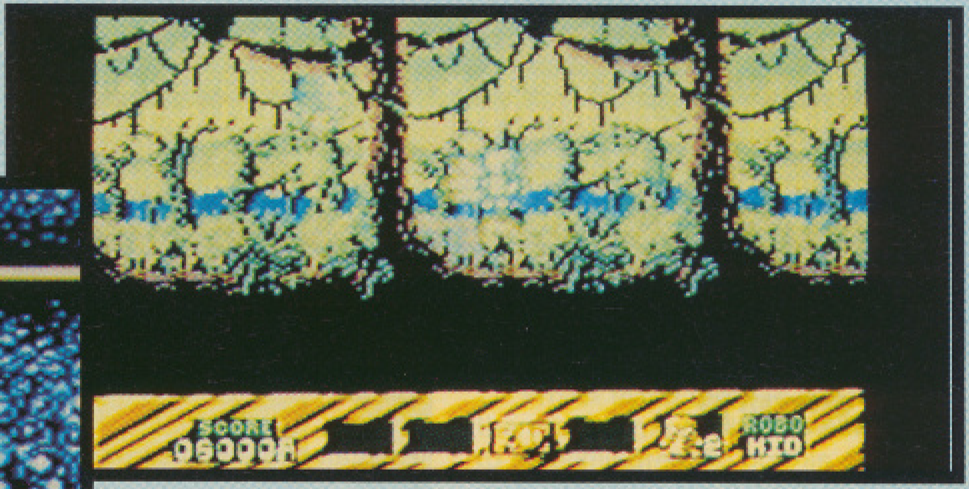
You'll really need to be on the ball though as there are no less than twenty one levels of blasting and maze roaming to be done. But at least your objective is pretty clear, destroy absolutely everything that gets in your way!!! Even the extra weapon pods need to be smegged before you can build up your arsenal (which is strange 'cause George Graham managed it with £5.50 and a luncheon voucher).

The aim is to fight to the end of the level, but not in typical horizontally scrolling fashion (well, not all the time anyway). There is a bit of exploring to be done for you to find the right route too, but without the blasting it'd be a pretty boring game. There's small enemy robots to frag, big robots to frag and gigantic robots to frag, and at the end of every three levels there's a screen high robot to frag.

But apart from the frantic gameplay and the many varied sprites, it is the graphics that are mega impressive. In the arcade the end of level guardians are really very big indeed and they look well wicked in their detail and colours. Uncannily the commie 64 version does the job nigh on as good. And the scenery and backgrounds are very colourful whilst not detering too much from the foreground sprites and Robokid himself.

The action is finely tuned, with varying weapons available for use (some of which are very impressive indeedy) and the multi-load doesn't take too much away from the intensity of the play.

A good little product, not enough variation to make it great, but it'll keep you on the edge of your joystick for a fair while. A worthwhile addition to any aspiring tin can's game collection.



● If you go down to the woods today, you're sure of a hot leaden suppository!!!

Fax

Foiled Again

If you wrapped yourself up in tin foil and ran around in the rain shouting "I'm Atomic Robokid", the chances are that you'll be hit by lightning and become an Atomic pile of ash. Alternatively you could be mistaken for a baked potato by a customer in Spud-U-Like and eaten with a Coleslaw side salad.

YC FUN ONE

skorebox

	9		9
	8		7

overall 85

ON THE TAPE(S)

Not one but TWO free tapes this month (see the coupon in this section to claim your second FREE cassette) and that totals (gets out calculator) erm... 8 free FULL games. By the way because of this wicked offer Knightmare will be appearing NEXT month and not this as was mentioned in last month's Next Month page (geddit)!

RUNNING ORDER

TAPE 10
Side A: Cribbage Master, Orsital
Side B; Scorpion, Fortress

TAPE 11
Side A: Wabbit, 4 In A Row
Side B: Surround, Jetrace 2000

CRIBBAGE MASTER

It's time to roll out the green baize, because your C64 is waiting to challenge you at Cribbage. I am sure most readers are familiar with at least the basic rules of Cribbage (I'm not - Ed), but for the complete novice here's a short introduction to get you started.

A Brief Introduction

Cribbage is a card game played either between two players or four, playing as two pairs. The program does not support the doubles version, so this complication can be ignored. The object of the game is to score 121 points before your opponent. Traditionally the score is indicated on a pegboard, but if you find this confusing, the computer also shows the score in digital format.

You can score points in two ways:

1. Scoring combinations in your hand
2. During pegging

Before looking in detail at the scoring of points, we will look at the format of a game. At the start two players cut for deal. The Ace counts as a low card and the player who cuts the highest card deals first. The dealer then deals a hand of six cards to both players. Each player examines his hand to try to calculate the highest score which can be achieved with any four of the cards and the other two are discarded. The four discarded cards form a third hand called the 'box', which becomes the second hand of the dealer. When both players have discarded, the non-dealer cuts the pack and the top card is turned face up. This will be used later with the cards in the hands, but if it is a Jack the dealer scores 2 points. This is termed "2 for his heels".

The next stage of the game is the pegging. The players take it in turn to lay cards starting with the non-dealer. Points can be scored during pegging as follows:

* If the total sum of the points of all cards played = 15 (all picture cards count 10), the player who played the last card scores 2 points.

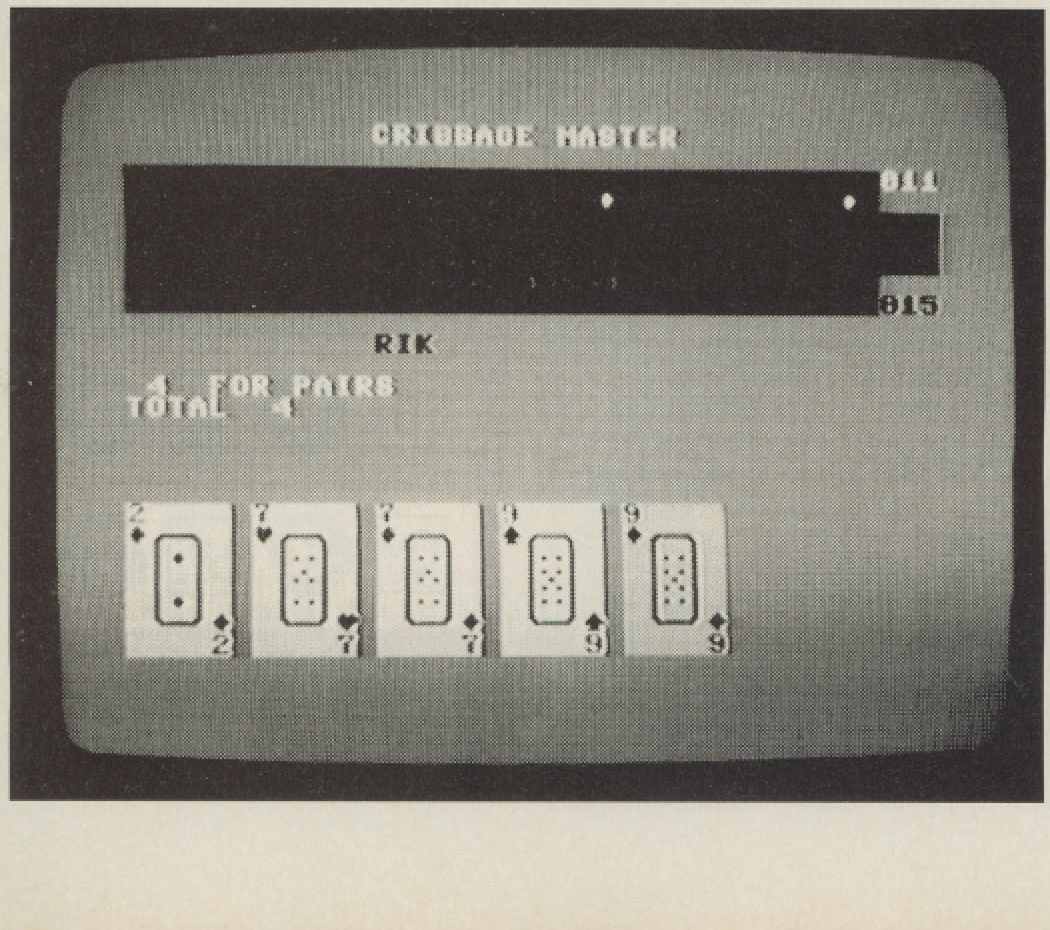
* If the last two or more cards played have the same rank, the player who played the last card scores 2 points for each pair (eg. three eights = 6 points).

* If the last n cards are consecutive, the player who played the last card scores n points (n being a constant).

* If the total sum of points of all cards played = 31, the player who played the last card scores 2 points.

This process continues until the total reaches 31 or no player holds a card which can increase the current total without exceeding 31. When 31 is not reached the last player to lay a card scores 1 point, the cards are then turned face down and the process continues until both players have played all their cards.

This probably sounds rather confusing (probably? - Ed), but the program won't let you make illegal plays and you should soon get the hang of it.



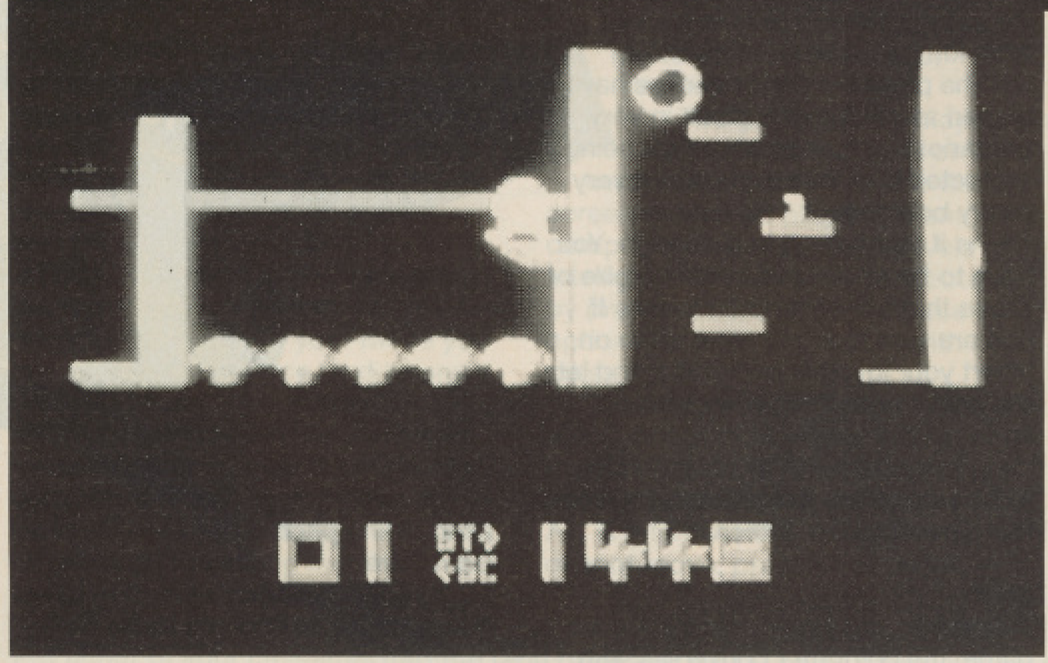
ORSITAL

You are trapped inside a base on an abstract world known as 'Orsital'. Your objective is to escape this unfriendly environment.

You start at the base exit (that seems logical) which must be unlocked by collecting the numbers 1 to 9. These numbers are scattered about the base in no particular order.

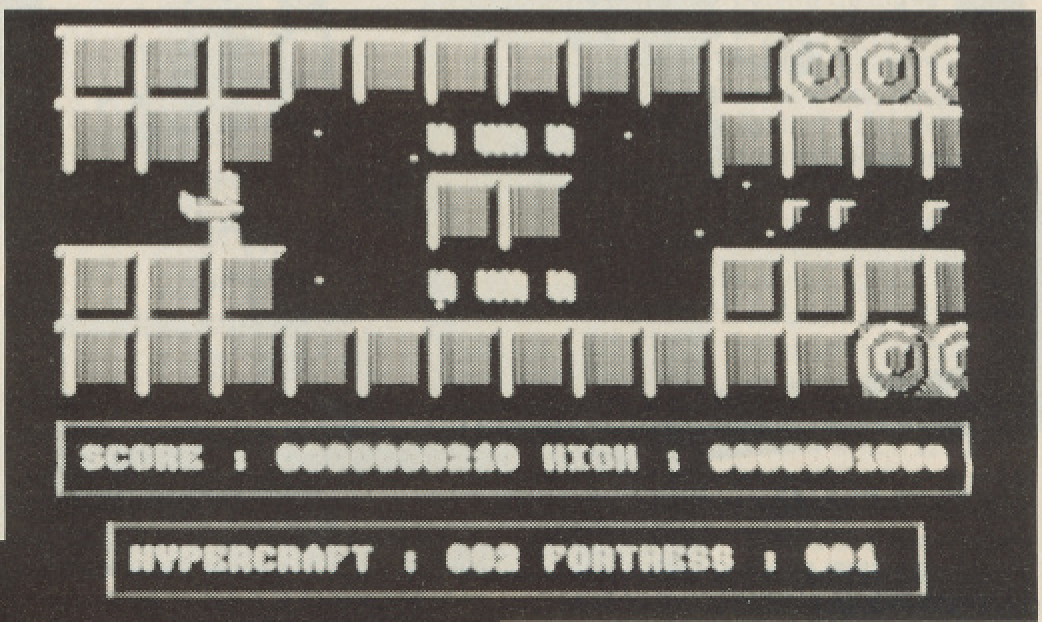
Once you have collected all nine numbers, you make your way back to the exit which will now be opened, enabling you to escape to the outside world. This is not easy feat, because the numbers must be collected in ascending order. It is advisable to search out and locate just where the numbers are, before you start collecting them.

Control is quite simple. Plug a joystick in port 2, left and right moves accordingly, forward and back when on ladders. The fire button will enable you to jump. To pause the game, press INST/DEL and press the LEFT ARROW to reset



FORTRESS

The object of the game is to guide your hypercraft through the enemy fortresses (6 in all) and reach the teleport at the end of each.



Whilst flying through the fortress there are some obstacles which have to be eliminated. To do this, fire your laser at the blocks which will then disappear.

There are also several small gaps which your ship must manoeuvre through without touching any of the side walls, as this will make the fortress unstable, resulting in the demise of your ship and crew.

An extra ship will be gained on the third level, and if all 6 are completed the speed at which the fortress moves is doubled, making your task a heck of a lot harder!!! The RESTORE key will abort at any time, and RUN/STOP will pause the game until fire on the joystick is pressed.

Joystick in port 2.

SCORPION

Big place, the galaxy. But not big enough.

It's all summed up in Semionovich's First law, a sociological corollary of the famous Lorentz-Fitzgerald equations. Semionovich broadly stated that, just as it is completely unfeasible to achieve the speed of light within the constraints of normal space-time, it is similarly impossible for any intelligent lifeform to attain the point at which it is satisfied with its supply of resources and living space.

Of course, just as the Lorentz-Fitzgerald equations were overthrown by Grace's Hypergeometry Theory in 2243, so Semionovich may yet be disproved.

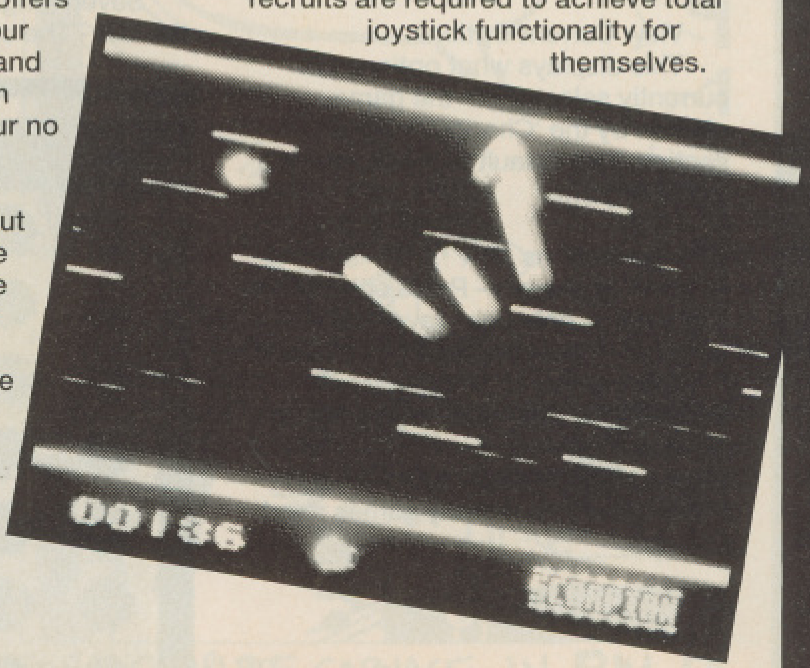
Tell it to the Space Marines. Our job, as an unbiased multi-racial peacekeeping force is to keep those lifeforms who insist on obeying the Semionovich dictums in line (the expression 'blowing them away' is frowned on in the modern SM. We prefer 'keeping the peace with maximum prejudice'). The finest tool of the Space Marines is the galaxy fighter Scorpion.

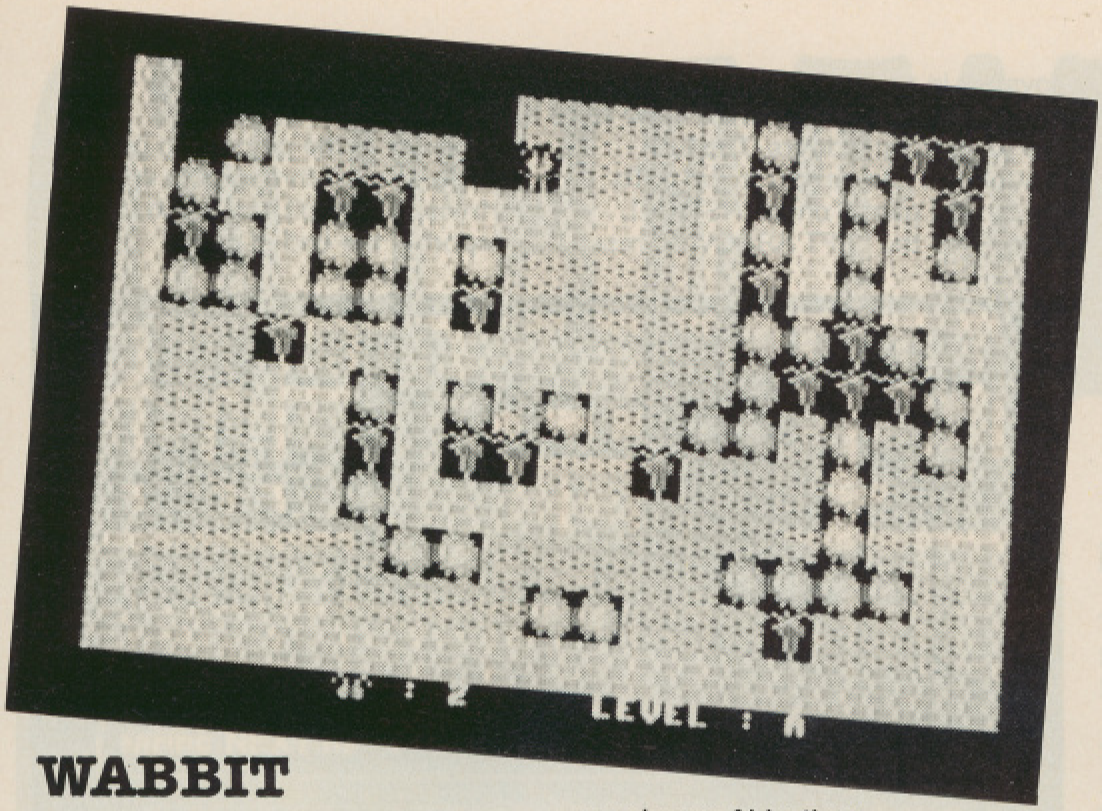
Now you too can sample the danger and excitement that a spell in the Space Marines offers you. Just drop in at your local recruiting office and ask to try our Scorpion simulator. You will incur no obligation.

We stress that the brain-to-computer input techniques used in the Scorpion simulator are entirely non-invasive - only the sensory centres of the brain are stimulated. The fact that 99 percent of simulation users subsequently join up can simply be attributed to the excellent terms and conditions of service contained in our standard 99-year contract.

Well what are we waiting for, kid? Hit that simulation, we'll see you in the Marines.

To use the simulator, a joystick in port 2 is required. All potential recruits are required to achieve total joystick functionality for themselves.





WABBIT

There you were, minding your own business when suddenly, out of the blue, you get clobbered by this huge boulder. When you come round, your winter stock of carrots have been nicked. What are you going to do? Without an adequate supply of winter food you will surely perish. There is only one thing for it. Put on your best running shoes, and travel the world in search of your best loved food... Carrots!

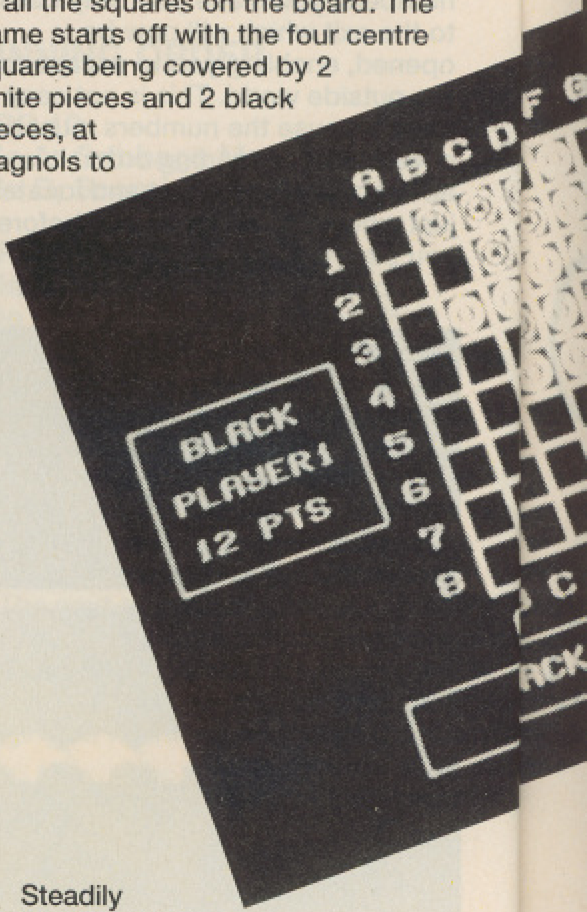
Unfortunately, nothing comes easy in this world. You are going to have to fight for them. Not in the usual way of blasting everything that moves. No siree, your only chance of survival is by being the most agile and nimble rabbit around.

The phantom carrot thieves have placed all your winter stock in very precarious places (each carrot being protected by a rather large and very heavy boulder)...

As if that wasn't bad enough. You have to travel around a vast empire of caves that are not known to you. If you are sure that you want to go on, insert your joystick into port 2 and let the carrot crunching commence...

SURROUND

Surround is inspired by that early 19th century English game, 'Reversi'. The game is played on a normal chess board, and each player has 32 counters or discs. Normally black and white are used, although they can be any two colours. The object of the game is to capture as many of your opponents pieces as possible. Ultimately, you want to gain control of all the squares on the board. The game starts off with the four centre squares being covered by 2 white pieces and 2 black pieces, at diagnols to



4 IN A ROW

4 in a Row is a reproduction of that popular game where you have to get four of your pieces in a row, complete with tournament facilities and an optional computer opponent.

When the program has loaded you will be presented witha title screen displaying the following options:

S - Start game;

C - Change options;

V - View current options.

Taking the above in reverse order, this is what they do...

View Current Options

This displays what options are currently selected for the game, chosen by the 'Change options' section. The default settings are for a 1 player game.

Change Options

Number of players - Press either 1 or 2. If there is only one player the computer takes on the roll of player 2.

Tournament or Single game - Press either 'S' for just one game, or 'T' for a tournament.

If a tournament is selected, you must specify how many games need to be won to win the tournament. This has a maximum of fifteen.

Start

This starts the game. Throughout the game, the computer converses with you through a variety of noises. The first one you will hear is like a gunshot, and it precedes every game. It is asking who is going to move first, player 1 or player 2 (decided by pressing 1 or 2). The other gameplay noises are...

Ping - Player 1's turn.

Twang - Player 2's turn.

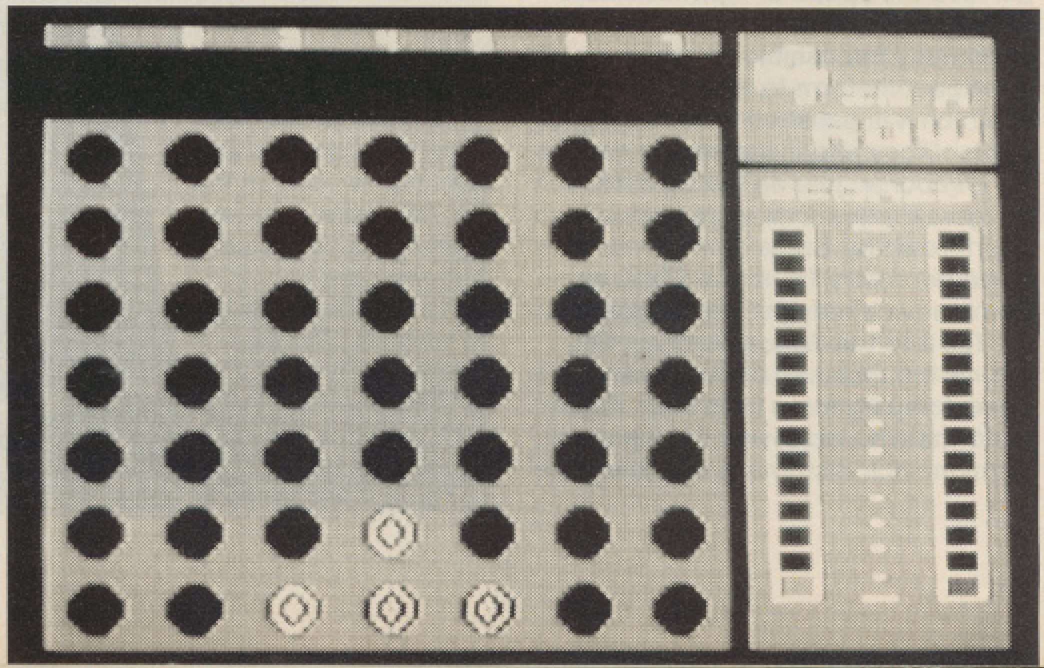
Seven Pings, each one lower than the last - The computer is thinking.

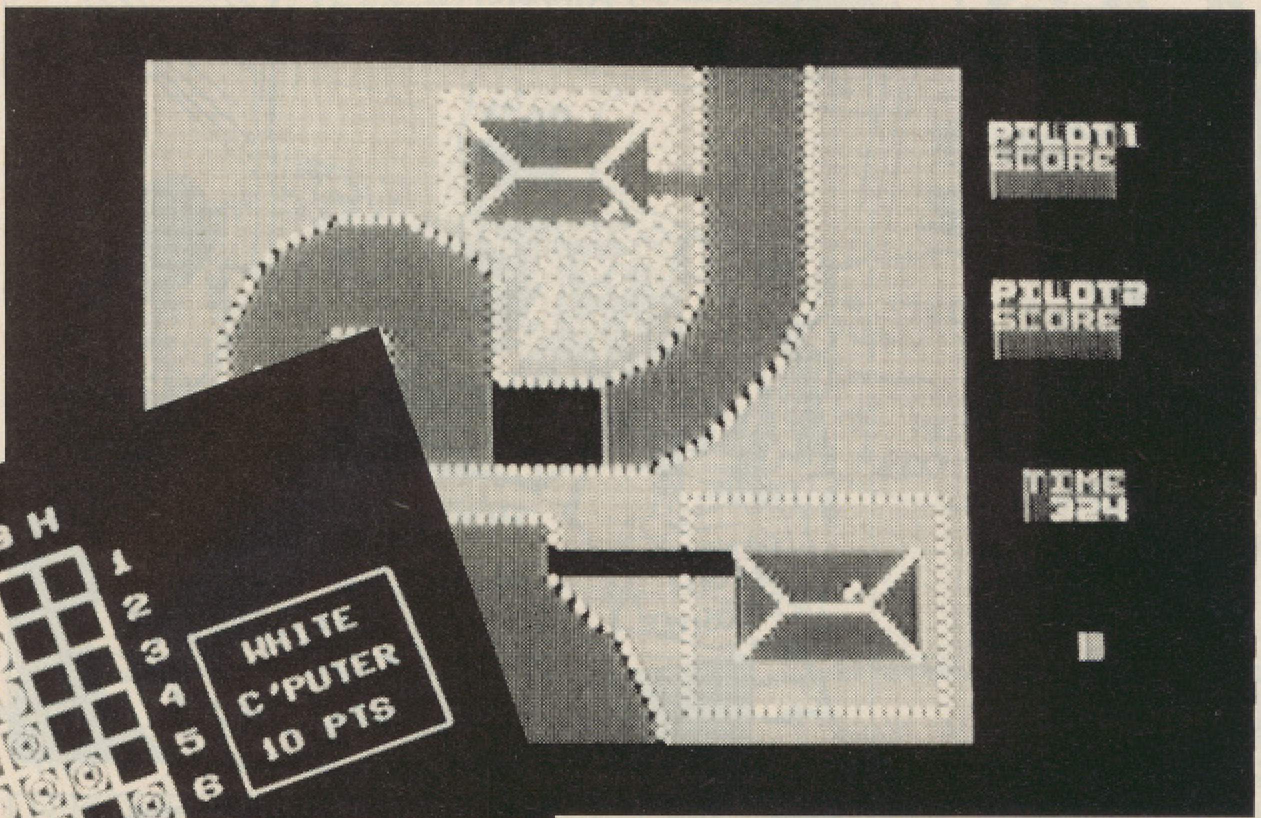
Steadily descending pitch - Game over.

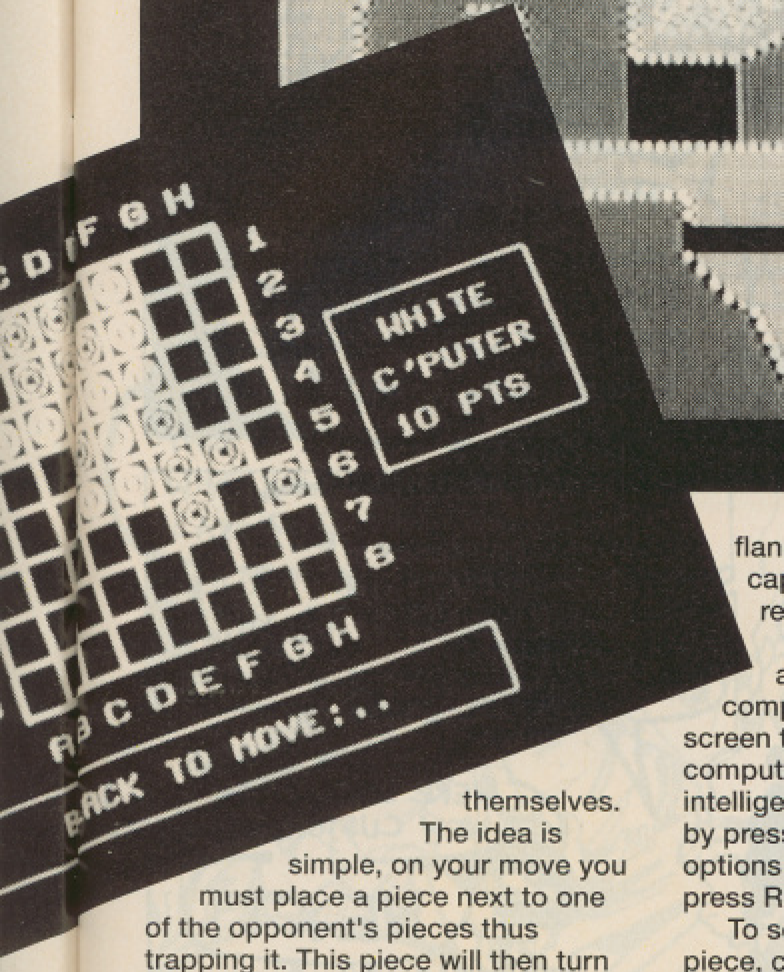
If you forget whose turn it is, press the spacebar to hear the noise again.

To drop a counter down a column press the number of the column you have chosen (shown in the blue bar just above the columns). Pressing F8 will abort the current game in progress.

If you play against the computer, which is not hard to beat, you will notice that it can take some time for it to make a move. To speed this up considerably use a C128 in 64 mode.







themselves.

The idea is simple, on your move you must place a piece next to one of the opponent's pieces thus trapping it. This piece will then turn to your colour. It is permissable to capture more than one man per move. Should an unbroked line of two or more opposing men be flanked in a move, then all are captured and their colour reversed.

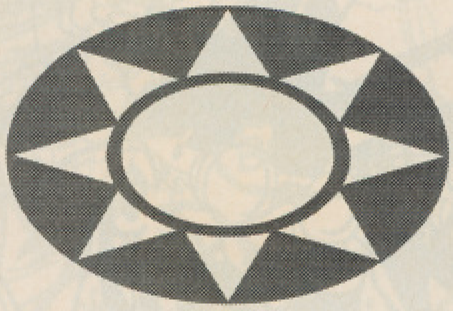
The game can be played against either a friend or the computer. Press F1 on the title screen to change player options. The computer player has three levels of intelligence which can be selected by pressing F3. After both these options have been finished with press RETURN.

To select where to place your piece, control the cursor with a joystick in port 2. Alternatively, type in the coordinates of the square (eg. A7, G1) followed by return. If you cannot move, press F1 to forfeit.

JETRACE 2000

Jetrace 2000 can be played by either 1 or 2 players. The idea behind it is very simple. You race against time, and against another player in 2 player mode, to get your jet from the starting grid to the finishing line, represented by black strips with chequered flags on both sides. There are 21 screens in total which are all fairly difficult and challenging.

You use a joystick in port 1 for 1 player mode and in 1 & 2 for 2. Control has been kept as simple as possible. Move the joystick forward to increase speed, pull it back to decrease speed. Move the stick right to rotate right and left to rotate left. And that's about it!!!

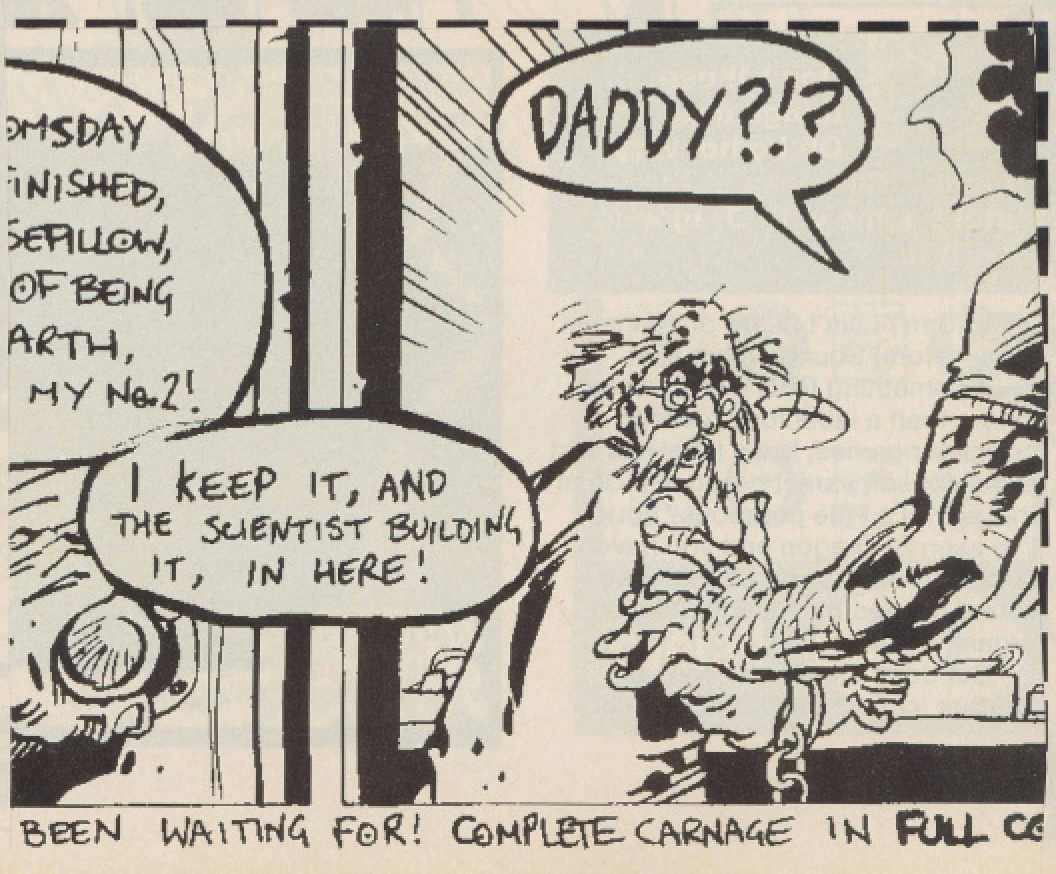


TAPE PROBS!!!

Put either of your cassettes into the tape deck and it won't load? Well, you've either got a dodgy tape deck or a faulty tape. If it's the latter, pop it in a jiffy bag, along with a description of the problem and send it well fast to: YC TAPE 10 (OR 11) RETURNS, INTERCEPTOR GROUP, MERCURY HOUSE, CALLEVA PARK, ALDERMASTON BERKS., RG7 4QW. We'll send you a replacement!

CLAIM YOUR SECOND FREE TAPE!!!

So you want your second free tape with Wabbit, 4 in a Row, Surround and Jetrace 2000 on it? You'd better fill in the coupon below and send it straight to us at:
YC TAPE 11 OFFER, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF. Only the real coupon will be accepted.





WRITTEN BY RIK HENDERSON ★ DRAWN BY CAM SMITH ★ HAIR BY BRYLCREAM



NEXT: WHAT YOU'VE ALL BEEN WAITING FOR! COMPLETE CARNAGE IN **FULL COLOUR!**



ST DRAGON



STORM - £9.99 Tape, £14.99 Disk

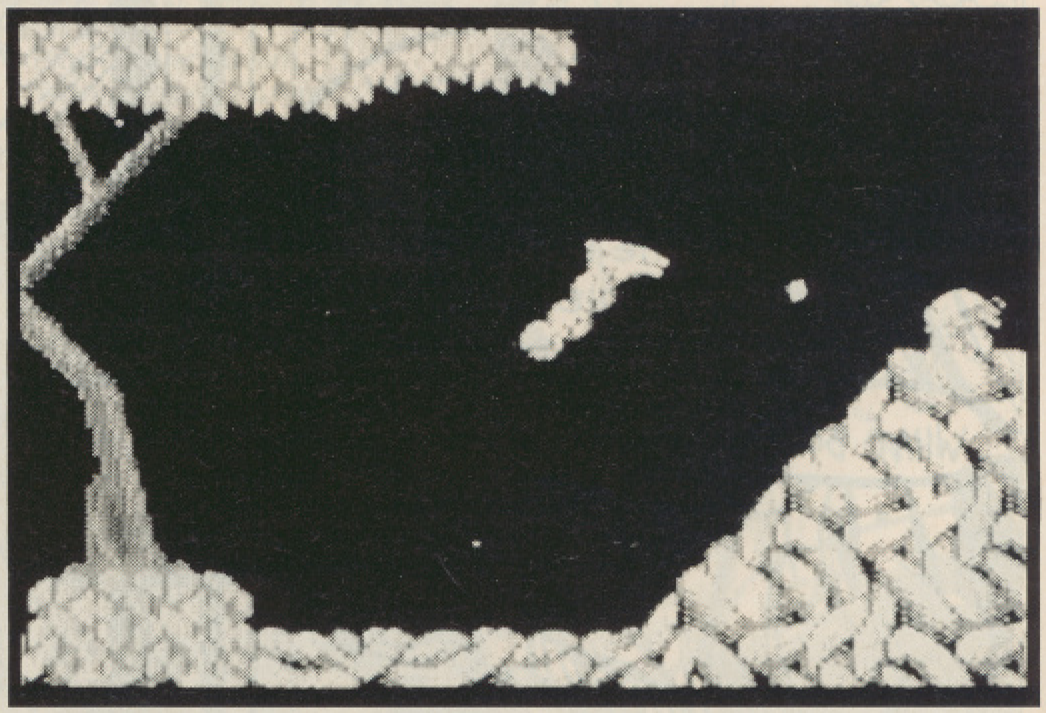
Don't these things drag on. Oh ho ho, very punny... Rik looks at the latest game with Dragon in the title.

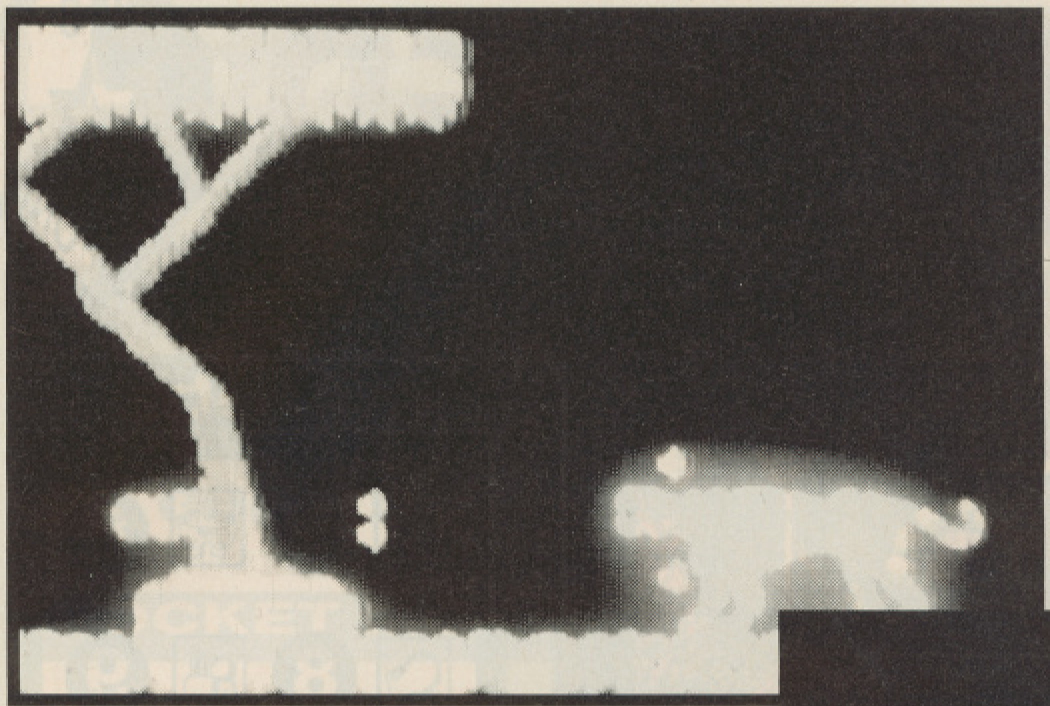
Storm? I ain't heard of that label before! Sounds more like something BBC weathermen ignore than a label for excellent computer games, but a label it is and excellent software it produces. Does this sound a little pompous? Tough, I've seen St Dragon and you haven't, so there (tongue out, and rasping sound caused by vibration of said organ).

But does the world need yet another 'collect the icons' style of shooty? Probably not, but it doesn't do any harm does it? I mean, while not everybody can boast that they've completed 'Psycho Ninja Space Ships From Hell' some games get rather stale when your stuck on a certain point, so it's better to progress onto something else for a while. And St dragon is the best bet for doing so at the moment.

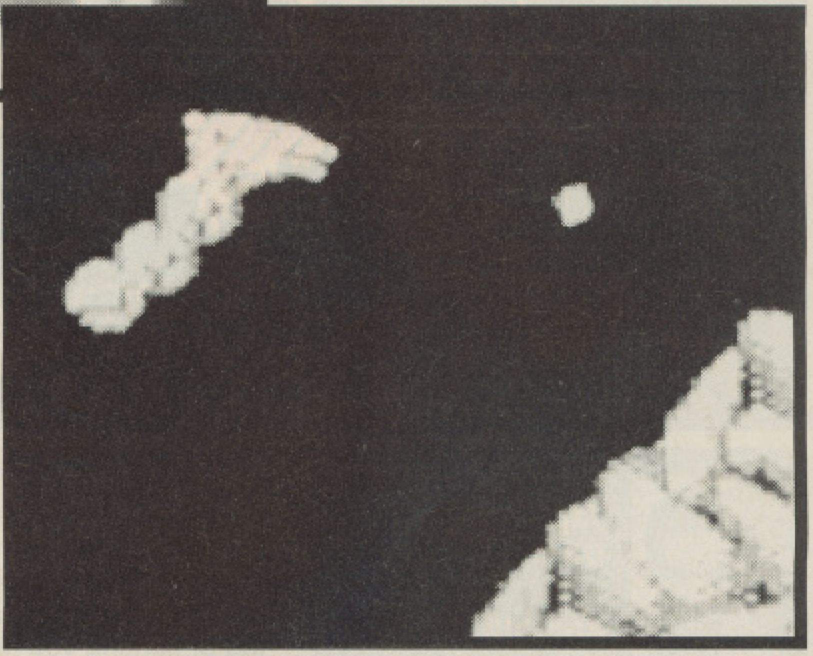
Why? It's cooler than an Eskimo's toilet ring (have you ever sat down on a toilet when it's cold? Think what an Eskimo has to go through) and faster than Ben Johnson's chemist. It also offers a little more than the average with the addition of a tail to the main body of your craft (more on this later).

Another similarity this game has to countless others in the genre is a plot that sounds like something George Lucas may have written on a bog roll the day after a savage Vindaloo. The races of the galaxy (yawn!) have been enslaved by an evil force of Cyborg monsters, cunningly called The Cyborg Monsters, and until now they've munched around converting planets into Ford car factories and other such terrifying things. But then one of the Cyborgs decided that it'd be far more interesting to fight its own





● You can't see me! Nah na nee nah nah!!!



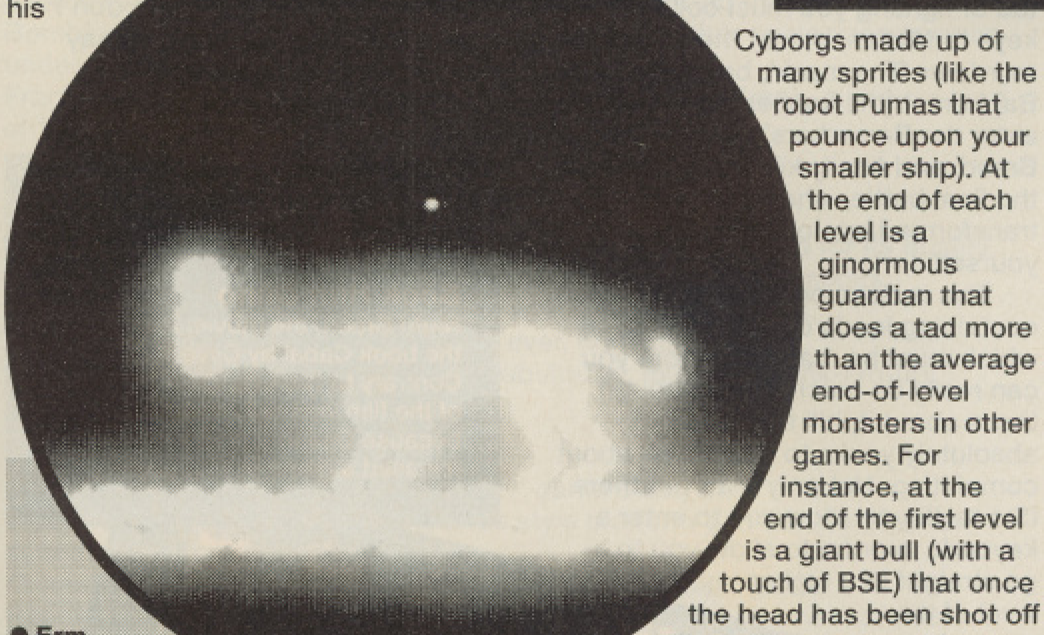
Fax

Hit And Myth
Dragons are big mythological creatures that have scaley green skin and breath fire. It is also rumoured that they used to rule the country with a reign of terror. Any resemblance between them and the current Prime Minister is only rumour.

Saint George was famed for killing a dragon, so they named many pubs after him. It is very doubtful that there'll ever be any pubs named 'Neil Kinnock'.

kind instead of fleshy things that break after just a couple of plays. So off it goes trying to right the rights and turn things back to normal (ie. Poll Tax, high interest rates, rampant unemployment, get the picture?)

This heroic Cyborg warrior is half machine, half dragon, and although he doesn't use Listerine, he's rather a jolly robot indeed. This is because, although he's got loads of weaponry to collect during his dangerous travels, he's also a cut above the norm with a big, wobbly tail that flaps behind the head (which is the only part of the body that can be hit) which you can use as a shield if you curl yourself into a ball. Although there are some big bolts that rip through your tail like a hot power supply through butter, and upon contact with your cranium it's goodbye to one of your lives.



● Erm... Nice kitty! Here have a kipper, no not me. I'm not a fish, I'm a big metallic dragon. Ugh, you haven't even brushed your teeth!

St Dragon is a horizontally scrolling affair with mammoth levels (five in all) that feature not just the normal attack waves of loads of meanies, but very large Cyborgs made up of many sprites (like the robot Pumas that pounce upon your smaller ship). At the end of each level is a ginormous guardian that does a tad more than the average end-of-level monsters in other games. For instance, at the end of the first level is a giant bull (with a touch of BSE) that once the head has been shot off will continue to spout laser fire in a more vigorous manner.

And although St Dragon doesn't offer THAT much that's new, it offers much more than most counterparts and concentrates on quality as well as quantity. And it's from the same programming team as Silkworm, Ninja Warriors, and quite a few other arcade licences that emulated the coin-op counterparts very adequately. St `Dragon was one of the better arcade machines in the past and the commie version is just as true to the genre.

Graphically it offers a heck of a lot, sometimes the gameplay slows down when there are tons of sprites on the same screen, but it copes admirably most of the time, and when it does it can be VERY fast! The action is all there and so is my faith in Storm's ability to come up with many more games THIS good. Shoot-em-up fans need look no further, it'll be hard to better this new successor to the blasty throne.

YC FUN ONE

skorebox

	9		9
	9		8

overall 91

NIGHT BREED

Y C FUN ONE



● It looks like a bridge too far!

skorebox

7 8

8 9

overall 87



OCEAN - £9.99 Tape, £14.99 Disk

Aargh!!! Rik tries to take off his Nightbreed mask, but he finds out that it wasn't a mask after all.

Night Breed isn't a description of what goes on in the back of Ford Cortinas down back alleys off Holloway road, but a film written and directed by master of the macabre, Clive Barker. In it lots of nasty horror types live in a world under our own called Midian. Now they don't particularly wish to bother us seemingly normal people as long as we do not bother them. Unfortunately the public eye has finally been drawn to them and like the pig headed race we really are, because they are alien and seemingly not normal, it is deemed worthy to eliminate the Breed.

The film flopped a bit like a soggy lettuce leaf in the states, now that it's been released in the UK (finally after much trouble) I can't see that it'll do much better, and therefore the game may suffer a little.

But this would not be right as Night Breed the arcade game is a rather delicious nugget of arcade adventure, in which you have several tasks to perform before you, and the rest of the Night Breed can escape from the hell of which mankind has created for them.

You are Boone and through a spot of adventuring and more than a tad of fighting you must collect the keys to Midian, defeat the evil mass murderer 'The mask', be baptised by Baphomet (the keeper of Midian), enter the Berserkers' lair, free the Breed, and finally kill 'The Mask' in the final battle, when you have transformed into one of the Breed yourself.

This is done on three levels, each containing loads of locations, all of which must be mapped before you can really do much. And although that's about it, it'll take you absolutely yonks to even think about completing. Not only that, but there IS a facility to allow you to enter a keycode in order to allow you to go straight to a higher level of the game.

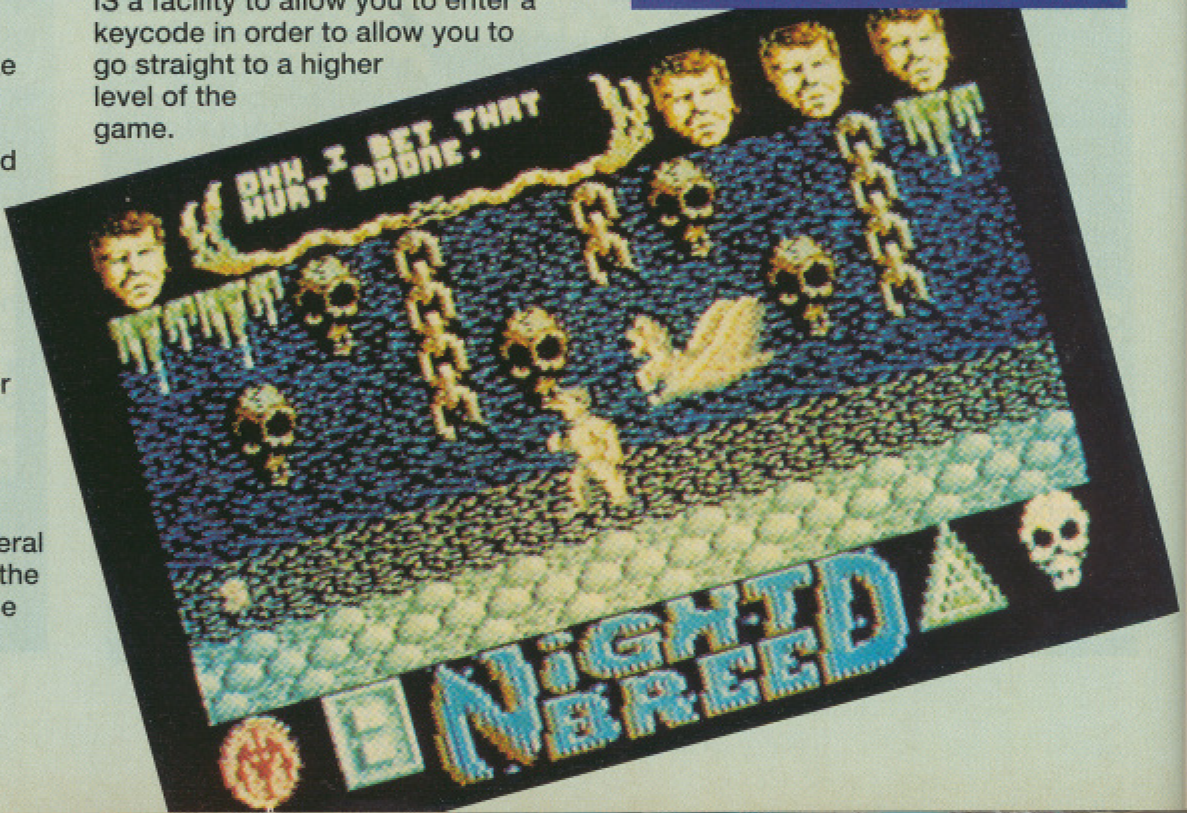
In some ways the piece of software is better than the movie.

It keeps your interest for a longer period, and would not turn your stomach as much in the gory stakes. The graphics can sometimes be a little too garish, and not macabre enough for my liking, but the intensity of the puzzles makes this a grade a game for those who don't mind staying awake all night, nay week in order to get somewhere constructive.

Fax

Book Him Dano

Night Breed, the movie, is based on the book Cabal by Clive Barker. Contrary to popular belief the name of the film was not changed because Ocean had already released a game of that name.



BARGAIN BUCKET

A few budget games that are coming our way...

POCKET MONEY PREVIEWS

The Hit Squad
Operation Wolf - The first of the shoot-em-ups with 3D first person perspective. A great blast at £2.99.
R-Type - Excellent shoot-em-up, first released two Chrimbles ago.
Batman The Caped Crusader - Not to be confused with the movie game. A very good arcade adventure featuring Mr. kinky costume himself.
Gryzor - Arcade conversion that didn't do too well at full price.
WEC Le Mans - Not too good drivin' game based on the big hydraulic arcade jobbie.
Real Ghostbusters - Erm... A load of poop really!
Target Renegade - Good beat-em-to-bits.
Empire Strikes Back - Sequel to Star Wars on screen, in arcade, and on home computer. Unfortunately as slow as the prequel.
Renegade III - Much the same as the other Renegade games.

Encore
Airwolf - Again! Ancient arcade adventure/shoot-em-up that still cuts it.
Bombjack - Again. Superb arcade conversion that other magazines gave an undeserving hard time.
Frank Bruno's World Championship Boxing - Good old Frank, ain't he a card eh?

Kixx
Outrun - Classic racing game that did far too well at full-price for its quality.
California Games - Probably the greatest of the Epyx games series.
Tiger Road - Good arcade conversion with tonnes of noodles.
Delta - One of the best shoot-em-ups ever, honest!
Que-Dex - Absolutely, stonkingly, fantabulously, excellent think-em-up!

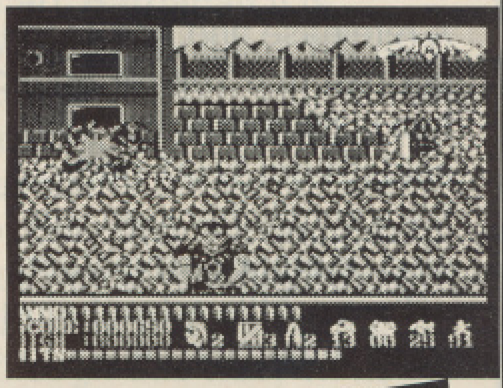
Zeppelin
Arcade Trivia - Aaargh! Not another triv' game surely?
Edd The Duck - Cute Rainbow Islands style platform game featuring that squeaky toy from the Beeb.
Cuemasters Team Snooker - What can I say? A snooker game!
Kenny Dalglish Soccer Manager - Average management game that doesn't live up to its sponsor.

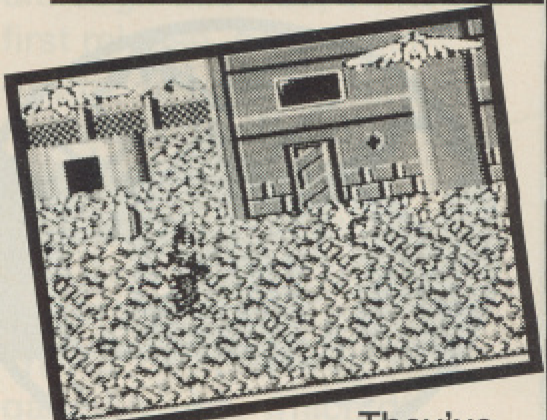
G.T.I.
The Manager - A soccer management game that offers more than the norm.

Erm, thanks to lack of space and absolutely tonnes of budget of games released this month, the reviews are tad shorter than normal. Ho well, on with the show...

OPERATION HANOI
Players Premier
£2.99

I know Op Wulf when I see it, and this is undoubtedly Op Wulf in every respect.





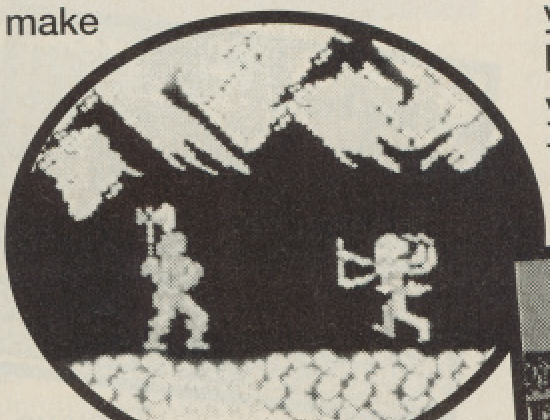
They've not even tried to disguise it, and even the title is a dead giveaway isn't it?
Mind you, it's a very good Operation Wulf clone but that still doesn't say much because I thought that the original sucked! If you've been out of the country for a very long time, Operation Wulf and Operation Hanoi

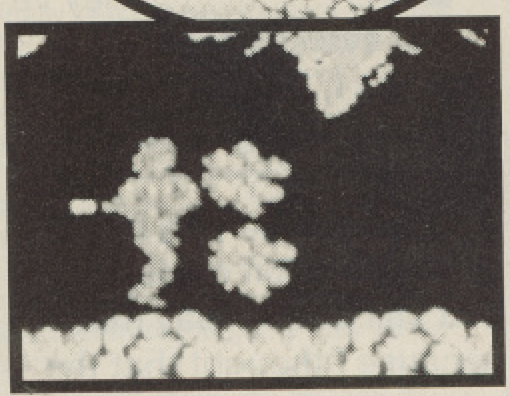
scrolls horizontally while enemies (who are spraying lead everywhere) run onto the screen and you must mow them down using a sight controlled by joystick, and that is essentially it.
The joystick control is too sluggish and the game is mediocre!
RH

SKORE 62

RASTAN
The Hit Squad £2.99

A rerelease and one of the poorest that The Hit Squad has in its library, but that said it's not THAT bad.
It's a scrolly hack-em-up kind of arcade adventure, with very little adventuring to be done. You've got to make



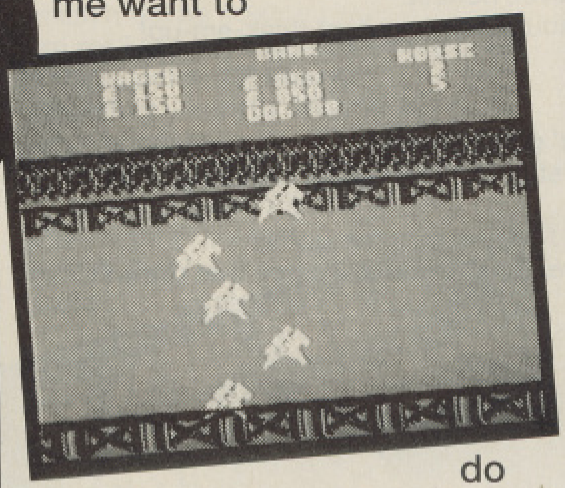


your way towards Karg, a wicked geezer who has opened a portal which has spewed loads of baddies into the land and therefore blocking your path to get to him. So that's it, stroll, smeg, stroll, smeg!
The graphics are pretty poor to be fair, and the gameplay, although monotonous is based on an arcade machine that was just as monotonous, so we can't blame the programmer for that. An okay game that would be more attractive at a pound cheaper.
RH

SKORE 73

CLASSIC PUNTER
G.T.I. £2.99

This is another of those horse racing betting games that you're meant to get a friend round for and see if you can bet on the nice horsies. Unfortunately I've yet to come across one of them on budget that makes me want to



do so, and this is no exception, although G.T.I. do make an attempt.
The most annoying thing about Classic Punter is the lack of options, if there were more, the game would

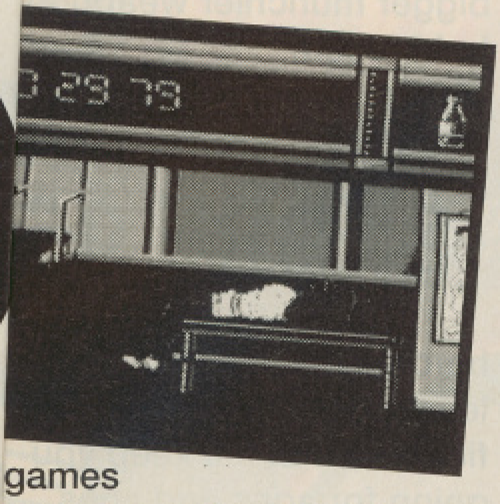


be more fun to play.
It was also all too easy to lose your money at an alarmingly fast rate, and the tipsters were useless if you ask me.
This would be okay if you only wanted a quick strategy game, but otherwise it's probably better to wait for something else.
RH

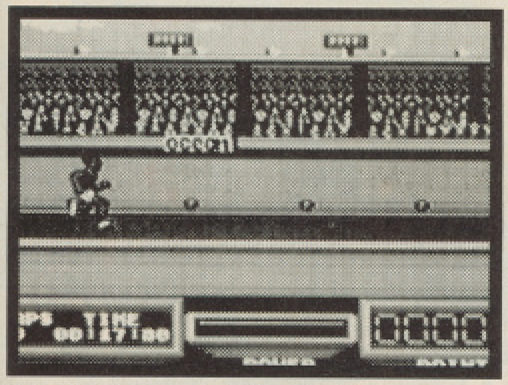
SKORE 68

DALEY THOMPSON'S OLYMPIC CHALLENGE
The Hit Squad
£2.99

Remember those games that made your arm ache, and your wrist throb? Yep, this was the best of them, and it does no better now, upon it's rerelease, for your joystick limb than any of the others did.
What you have to do is compete in the Decathalon, much the same as the other



games in the ilk. Although in this one, before each event you have to choose the right Adidas trainers to wear, or else your performance will suffer. And there are Lucozade bottles (more energy) to be won if you



wish to indulge in some serious waggling in the gym before hand.
The 400 metres is still the killer, but if you think your muscles could stand up to it, this is one crackin' game.
RH

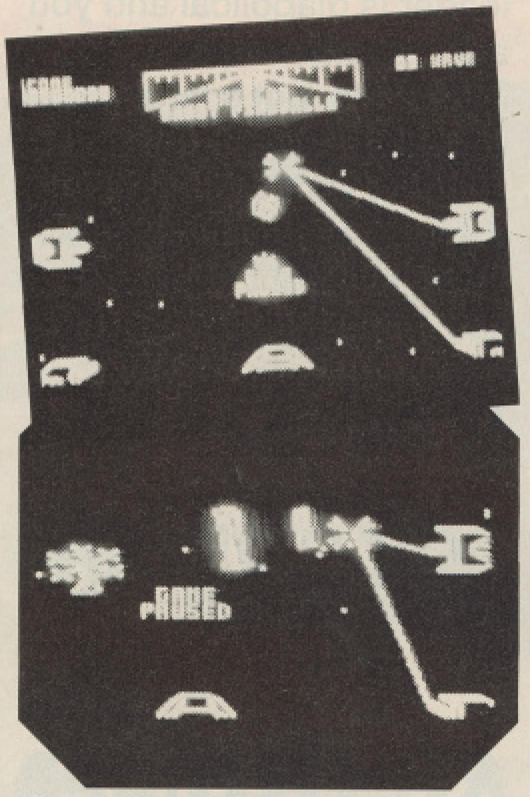
SKORE 83

STARWARS

The Hit Squad

£2.99

This'un was reviewed as part of the Heroes compilation last issue, and that was as scathing as I'd



like to be. The game is based on the arcade version of the film, and although I spent many many days in my misspent youth recording high-scores on it, the commie 64 version is a bit too slow for my liking. This doesn't mean that it's any easier, or that the graphics are any worse (they are nigh-on identical) but the speed of the game reflects very badly on the playability, and it has a very high yawn factor.
At a budget price it is probably worth the dosh, and for somebody who's looking for the 3D varied gameplay that it offers £2.99's not too much to pay.

SKORE 76

BARBARIAN II

Kixx £2.99

Also part of the Heroes



compilation and was undoubtedly the highlight of that affair.
For those that were comatose last month and missed the review I shall recap. Barbarian II is absolutely brilliant. It's a hack-em-to-bits with some great arcade adventure playability thrown in, and not only that but you get to play Maria Whittiker too (I said play, not play with), although this was, on its first release, a very thin excuse to have her and her hub caps displayed prominently on the packaging, although Kixx has quite rightly done away with such flagrant sexism. This all detracts from the game though, which of course is excellent.
The graphics are very well animated and the action is a good variation of search-and-collect and sheer violence.
Roll on Barbarian III.
RH

YC FUN ONE

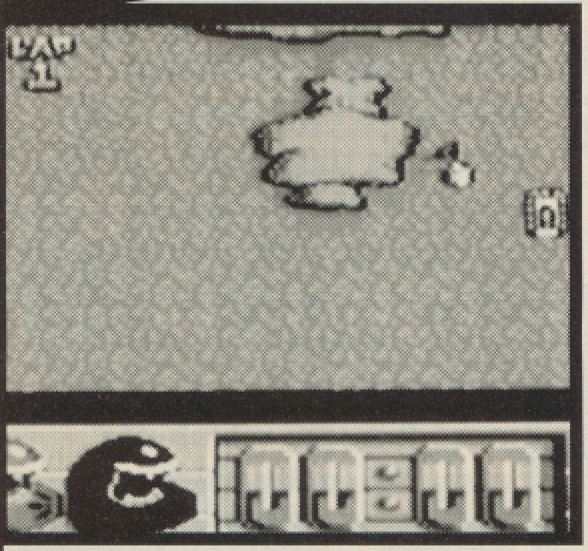
SKORE 92

RUN THE GAUNTLET

The Hit Squad £2.99

If it wasn't for a completely useless tape loader this game would be absolutely excellent, as it is it's more than a tad annoying. And this is a shame because the gameplay is spot on.
There are three types of game here, one is





similar to Super Sprint, one is like erm, Super Sprint, and one is not like Super Sprint, it's a little bit original.
Also it's based on the TV Show of the same name (first released when Martin Shaw presented it) and it's a darn sight better as a game than that. But the tape loader is diabolical and you are not only subjected to long waits, but a large amount of tape reversal and position finding is called for. If you're a very patient sort then you might find something you like at a cheap price, but if not AVOID!!!
RH

SKORE 50

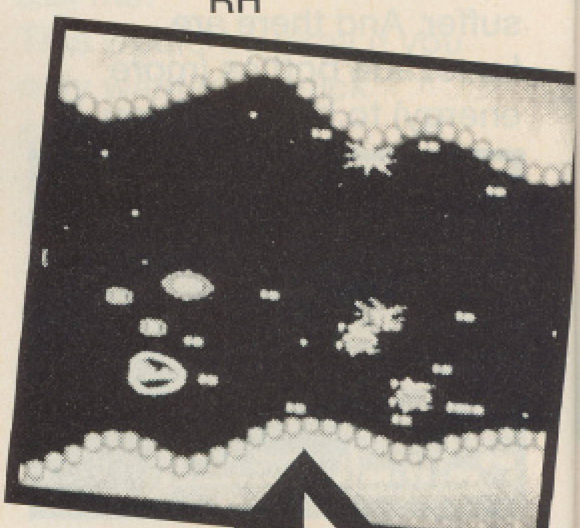
SALAMANDER

The Hit Squad £2.99

This was featured in last month's guide to shooties and I have to agree with Sean, Salamander was and IS one of the best shoot-em-ups to be released (or rereleased for that matter).
And the strangest thing is that this passed on full price with a bit of a whimper, luckily though, thanks to The Hit Squad, you can rush out and grab one of the best slices of arcade action for a very small sum of money indeedy. We all know the format by now, icons to be collected, meanies to be shot, end-of-level baddies to be destroyed, and bigger munchier weaponry to be used.
It's a multi-loader but that

SKORE 95

hardly notices, and the levels are so varied and fiendish that it'll keep you going for ages and ages. It's the sequel to Nemesis and it's the best shoot-em-up to released on budget ever!!!
RH



YC FUN ONE



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REVIEW

GREG NORMAN'S ultimate GOLF



GREMLIN - £14.99 Disk

Golf games come and golf games go and some hang around for a little. Rik discovers what sort of golf game would risk the byline 'Shark Attack'...

There's no sport more boring to watch on tele than golf, apart from bowls, cricket and possibly snooker, but you give me a set of clubs, a rather natty V-neck sweater and some hi-tech chequered flares and away I go. In fact there's nothing more relaxing than a good game of pitch and putt, although I'm probably seen more often down Margate with a windmill between me and the hole.

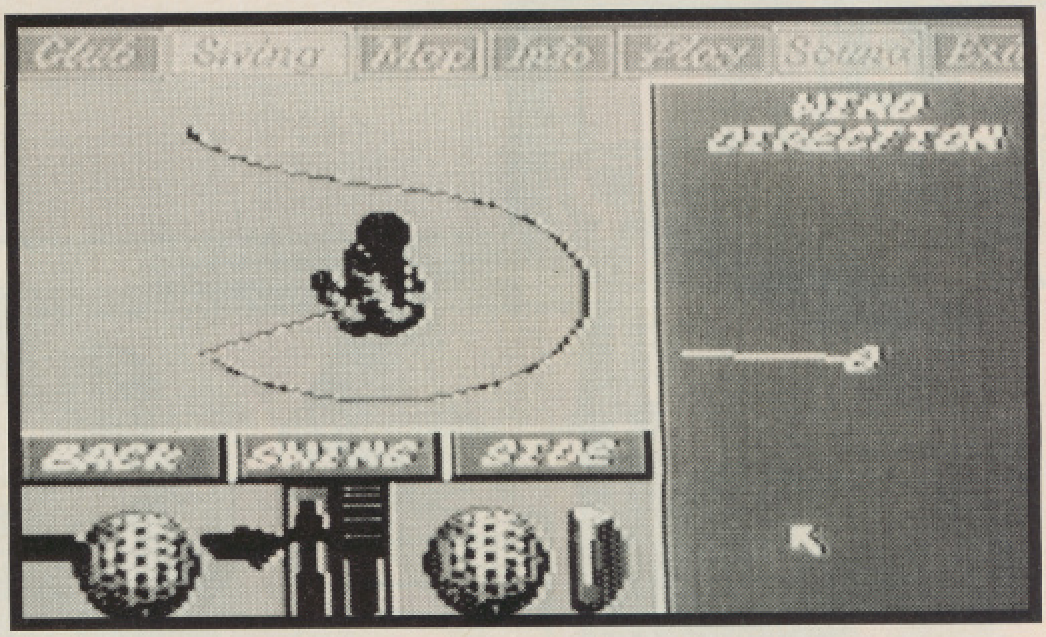
And as for computer games, golf is a very enjoyable sport to be converted, and we need only look at the success of Leaderboard to realise this. And since that, now ancient, game was released, there has been nothing that has even attempted to better it. A few tries, but they've all fallen down on some feature of gameplay or whatever.

But now Greg Norman's Ultimate Golf comes along, and for once Leaderboard, and any other sport sim come to think about it, can lie in the shade of somebody else's shadow. To say the game was big is putting it mildly (no pun intended, well maybe a little bit), the disk is certainly chocker with files. There are two 18 hole courses to be played, and a large database of players that can be used.

But before you can flap your wide trouser legs and shout "FORE" to down the fairway, you have to choose your options. You can practice, play matchplay, strokeplay, or singles (and it's variations). You can choose to have up to four players, any of them being human or computer controlled, and also set their handicaps. The weather effects can be chosen too, as can a caddie, ball effects, and the wind (it builds up in the troosers).

When you get out on the green though, you realise the first (and really only) fault of the game. It takes quite a while to draw the current scenery, but it's so beautifully depicted that you'll soon get used to it. And you will also notice that there are tons of options, like swing alteration, map, club choosing, absolutely everything is there bar the pub for a quick bevvy afterwards.

The graphics are truly gorgeous, and it is so like the Amiga version in every aspect that you would be mistaken for confusing it. And it plays as well as Leaderboard, what more could you possibly want?

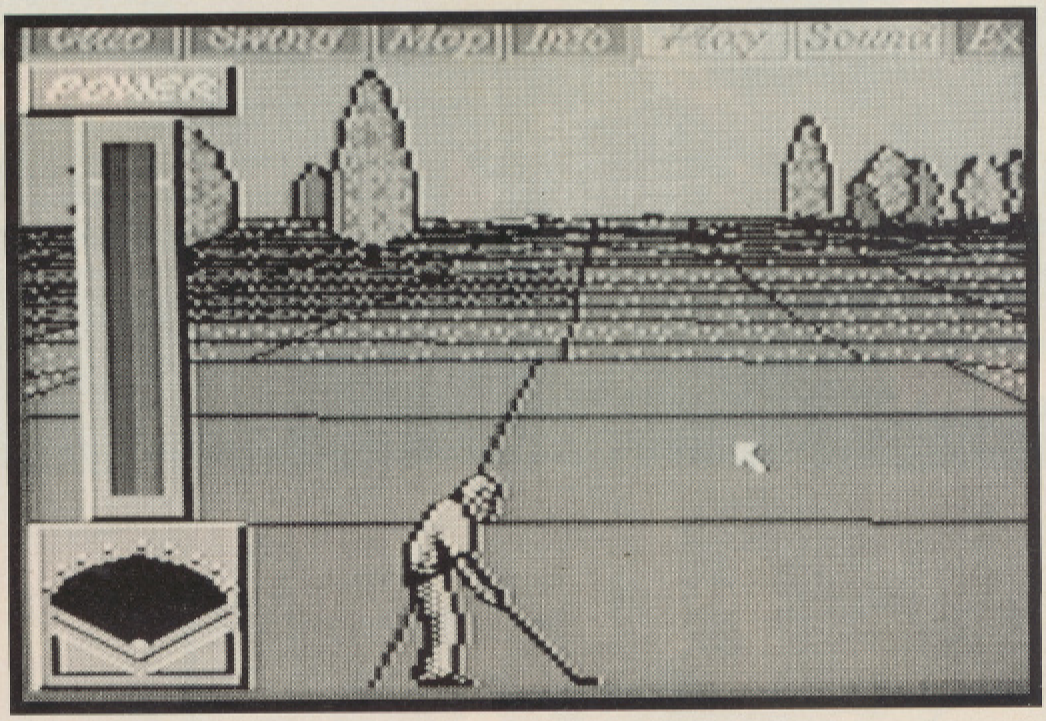


Fax

FOREFRONT

The Volkswagon Golf GTI is often associated with yuppies, who probably wanted a car that is just about as big as their filofax or Psion Organiser.

The gulf is in the middle east, and as far as we know, Greg Norman has never been there.



skorebox

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7 9

overall 96

MISADVENTURES

Riggers plays Adventures! Paul is back with this months delve into the YC dungeons (we've got Shergar down there you know!)

Heh, heh, heh, and I said to her, "Look luv, you might be the meanest, bitchiest Traffic Warden in Upper Blenkinsop, but you touch this Turbo V12 Mini, with gold plated roof-rack, spoilers with matching suspenders and I'll get my big brother onto ya!. She went as white as your undies! Honest! There's not many peop... What? Who? Oh, good grief is it that time of the month already? Oh, alright. Quick, grab hold of this bacon buttie and don't touch my pint till I get back, alright?

Ahem. Hello dearest readers. I trust I find you well? Me? Suffocating! Why? Because I have been deluged, ney swamped, by your letters! Thanks, chaps. I'm sorting them out even as you read this, look out for the best next month! Also, watch out for an exclusive review of a brand new role-playing game and the first in a new series of "golden oldies. All will be revealed next month!

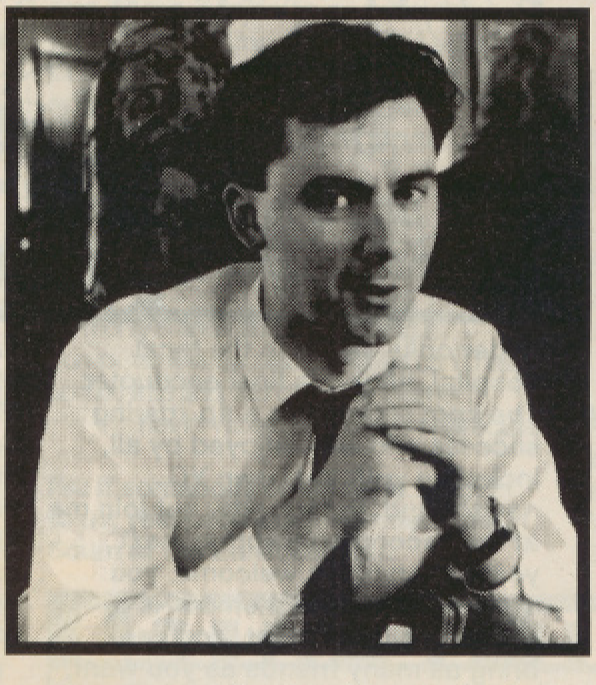
ADVENTURE PROBE CONVENTION SPECIAL REPORT

Remember the very wonderful Adventure Probe fanzine mentioned last month? Well, on September 15 the first Probe Convention was held within a plush hotel in sunny Birmingham.\Mingling amongst the thousands of attendees was yours truly. All the starts of stage and screen were there. Mandy Rodrigues, illustrious editor of Adventure Probe; Sandra Sharkey, the very first probe editor and columnist for the glossies, who is now looking after the ST's STOS PD section; the Balrog, from Amstrad Action, who I locked in the loo until he admitted that YC was a far better read; Tom Frost, well known adventure author on something called a Spectrum (Eh? No, never heard of it I'm afraid); Dicon Peeke, graphic artist for Level 9; Mike Brailsford, editor of Spellbreaker (see next month's issue for details on this excellent mag) and, oooooh, hundreds of thousands of other celebs who didn't pay me the required fiver needed to give 'em a mention.

During the convention a number of awards were given out. They are significant as all of the voters are adventure players, also the votes were cast on games actually played in the last year, which accounts for one or two old titles creeping in. Again, this is significant as it gives you an idea on what games have stood the test of time. They are as follows:

THE MOST HELPFUL ADVENTURER OF THE YEAR

This award was given to those wonderful chaps who run a 'phone line help service from home and who



also respond to adventure queries by post. In third place was Alf Baldwin, second was my old mater Walter Pooley (well done Walt) and first was a lovely lad by the name of - Joan Pancott. The prize being presented by Mandy Rodrigues.

THE BEST TEXT-ONLY GAME OF THE YEAR (8 BIT)

In third place was FSF's Magnetic Moon, in second place as another FSF adventure - Starship Quest, and in first place was a game written by Ken Bond called The Test. This adventure was written for the Amstrad CPC but I believe there is a strong possibility that it will be converted by the cuddly C64. I'll keep you posted on that one.

THE BIGGEST GAME LET DOWN OF THE YEAR

In third place was Level 9's Lancelot. I agree with this wholeheartedly. Lancelot was bug-ridden and lacking in a decent plot-line. Strange considering Level 9's assertions that they'd researched the Arthurian legends thoroughly. Second was Domark's Not a Penny More No a Penny Less (total and utter dross) and the winner was Midfighter. A confusing game that came packaged with a poorly written novel. The "prize" was presented to Joan Pancott - and she is the only living soul to have actually finished Mindfighter!

BEST GRAPHIC/TEXT GAME 8 BIT

Third was a game from Zenobi software called Crack City. Second was Agatha's Folly. The winner was Level 9's Scapeghost. The prize being presented to Dicon Peeke, the Level 9 graphic artist.

THE MOST HELPFUL SOFTWARE COMPANY OF THE YEAR

Third was Topologika. Second was FSF but the winner was Zenobi software who are establishing themselves as a growing force (by sheet numbers alone!) in independent adventures. Krazy Kez Gray (editor of Splatt! - see elsewhere - and cartoonist) accepted the prize on behalf of Zenobi supremo, John Wilson.

THE LEAST HELPFUL SOFTWARE COMPANY OF THE YEAR

In third place was Armageddon & Cream, who've established an unhealthy reputation recently. In second place was Activision - a reaction to their drop-ing Infocom? But in first place was good 'ol CRL. Probe reader, Alan Philips, was going to present the award to CRL at the recent CES\show but true to form - they didn't show up!

THE BEST GRAPHIC/TEST ADVENTURE (16-BIT)

Third was Whiplash and Wagonwheel (ST) from Zenobi Software. In second

ADVENTURE

place was the very wonderful Beyond Zork from Infocom (Amiga, ST &PC). But the winner, again from Infocom, was Zork Zero (Amiga & PC).

It was at that point that all the lights went off and a strange, slavering creature, calling himself the Grue (a horribly frightening creature found in dark areas of numerous Infocom games), appeared to take the prize. Several ladies fainted at the sight of this fearsome beast - who sported a trendy baseball cap, but this nightmarish apparition was kept at bay by strategically held chairs and a large amount of dutch courage obtained at the bar. If someone hadn't of managed to retrieve the lights we would never have seen our next issue of YC!

BEST ANIMATED ADVENTURE OF THE YEAR (16-BIT)

In third place was Leisure Suit Larry 3 (Sierra), second was Castle Master (Domark/Incentive) but the winner was Lucasfilm's Indiana Jones and the Last Crusade.

BEST ROLE-PLAYING GAME

In third place was Bloodwych (Mirrorsoft), second was Drakken (Infogrames) and in first place was FTL's Chaos Strikes Back.

BEST TEXT ONLY GAME (16 - BIT)

Actually this section wasn't reserved as a category but was initiated at the demands of the voters. All of the votes being given to Jim McBrayne's Holy Grail for the Amiga. Which is about as landslide a victory as your likely to get! That slimy Grue thing accepted the award on behalf of Jim - then we had to find some fresh light bulbs as all of the others had simultaneously blown for some reason.

Then there were the special awards. Mandy Rodrigues received a well-deserved award in appreciation of her services to Probe. Keith Campbell, received an award for services to adventuring. Hello Keith wherever you are! Playtester of the year was presented to Lorna Patterson. Tom Frost received an award for being the first adventure author who was unable to complete his own adventure! Nick Rumsey, who appeared in a wonderful adventurer's outfit (lamp, cloak, rope, the whole bit!) received the order of the boot (a large concrete one - you should see the size of his feet!). Neil Shipman received the From of the year award, for making the most incredible attempts to solve puzzles in Infocom games. The gurgling Grue was then presented with a special "Frobs Rule OK" baseball cap - 14 people are still under observation in the local hospital, after this final encounter.



The convention was a rip-roaring success and was enjoyed by all, including your very own YC newshound. In fact, why not join me at the second convention, next year? Everyone's welcome, you don't have to be a member or anything silly like that. You can bring as many friends as you want, too.

For the buyer, there were lots of stalls at the convention, selling new and second-hand adventures on all formats. In addition, adventure authors were available for help, advice and offers of large drinks. Incidentally, it was nice to see so many ladies of all ages - attend. I reckon adventuring is one of the very few areas of computing that has a balance of men and women participants. Didn't see any female Grues, thought!

Don't forget, if anyone wishes to purchase the Adventure Probe just send .50 to Mandy Rodrigues, Adventure Probe, 67 Lloyd Street, Gwynedd, LL30 2YP.

ADVENTURE MAG ROUND-UP (PT.2)

Well, actually, this particular mag is not reeeaaallyy an adventure mag. But the editor is a true-blue adventurer and the publisher is Mandy Rodrigues and the mag was available at the Probe convention so I thought - well, alright then.

Splatt! - fir it is she - is produced by a stunningly beautiful cartoonist by the name of Krazy Kez Grey. How come these adventure editors are all foxy ladies, hmm? The mag is full of erm... well, cartoons, comic strips, TV soap skits, jokes, puzzles and, oh other bits that I can't describe without reference to the Big Red Swahili Colouring Book. You'll meet characters such as Aunty Nancy Noall, Floyd, Spooky Ray and Kez herself. Anyone who wishes to subject themselves to this amazing, incredible, implausible, absurd... er, marvellous, fabulous mag that carried a "Not for the Mild Mannered" warning should wiz .25 to K Gray, Cartoon House, 3 Alder Crescent, Orford, Warrington, Cheshire, WA2 8AQ

POST APOCALYPSE

Ha! I'm back, that hairy greaseball cousin of mine has been shipped back to his home (North Finchley) to set up a small Kebab empire. Sanity reigns once more kiddies...

WHITER THAN WHITE

I am a new reader of your, what I think, brillo mag and I have a small favour to ask. Please could you try to use Street Surfer as one of the games on your tape? I would be most grateful!

Ross Dawson, Nowhere in particular

PA: Why are you so preoccupied with household cleaning equipment, Brillo Pads and Surf Washing powder? Next you'll want us to stick a pair of Marigold rubber gloves to the front. Maybe you should be buying Bella instead!

TOTAL POWER

I have just started to collect your wonderful magazine and I think it's totally brill!!! When I saw the ad on page 1 I immediately sent away for it. It was, of course, the Power Cartridge.

After 2 weeks I got it, and being new to computers I did not understand much of the instructions. As far as I can see there are no instructions on how to enter pokes, as that is what I want it for most. So please please please could you give me instructions on how to work pokes. Thank you.

Ronan Power, Eire

PA: Apt name. Why is everybody so fond of using the three identical words "please please please"? Hurm... I can't help you for now, I'm as thick as a boar's buttocks, but why don't you try phoning BDL on (091) 490 1975, they'll be more than willing to give you a few pointers on how to use this excellent utility (it's got more uses than just for pokes you know)!

LOGICAL SOLUTION

Hi there! If you're answering problems on Logic don't be selfish, spread yourself about a bit!

You may be dealing with the same query - how comes the reward for getting the right answer is to have to re-load?

I had the tape replaced but still no joy - second copy was same as the first - get the answer right, try to type in your name and what do you get? A crashed out Commodore!

Could be a lot more readers with the same problem - think about it!

Eric Stockwell, Northampton

PA: I've had a chat with our Technical Adviser and he says that because the game was originally a disk based one, after one load and one game it tries to access the disk. Not finding one it immediately crashes, therefore there is no solution to the problem, and anyway nobody likes a smart ass!

GOVERNMENT ELF WARNING

I am only 8 and I am just learning a computer. Please please please can I have some hints and tips on Elven Warrior?

Kevin Yates, Nowhere in particular

PA: If somebody could send them in to us, yes! Look out for some in the Scum of the Earth section.

IRANGATE

I want to subscribed YC magazine. If it is possible, please send me a proforma invoice of this magazine. Thanking you in advance and looking forward to hearing from you soon.

Amir Naghdi, Kerman, Iran

PA: Er... We'll try but don't be surprised if it hasn't been opened several times, debugged, deloused, and had quarantine messages stamped all over it before it reaches you.

KRON AND ON AND ON...

I have just bought September's issue of YC, everything is brill apart from the games tape. It's not gone wrong it's just that I have a problem with *one of the games*, Kron, that brilliant text and graphics game. The problem is that I can't get off of the first screen. Would you please send me details telling me what to type in so that I can get somewhere?

Tony Gallant, Norwich

PA: Nope! Oh all right then, check out the Misadventures column and Uncle Pauly will give you a few pointers, that IS what he's there for you know!

LETTA OF THE MUNF!

JUST IN CASE

Yo Posty with the ultra cool mag, I've just read September's YC, great! Bung in the tape, wicked (had some trouble getting it)! I've got a couple of suggestions:

1) Why don't you put the tape in a case?
2) You should have a tip line for people that need help or to send things in.

Shaun Parrish, Bristol

PS. Here's a joke. How do you kill an elephant that's been bitten by a werewolf?
Shoot it in the heart with a silver peanut.

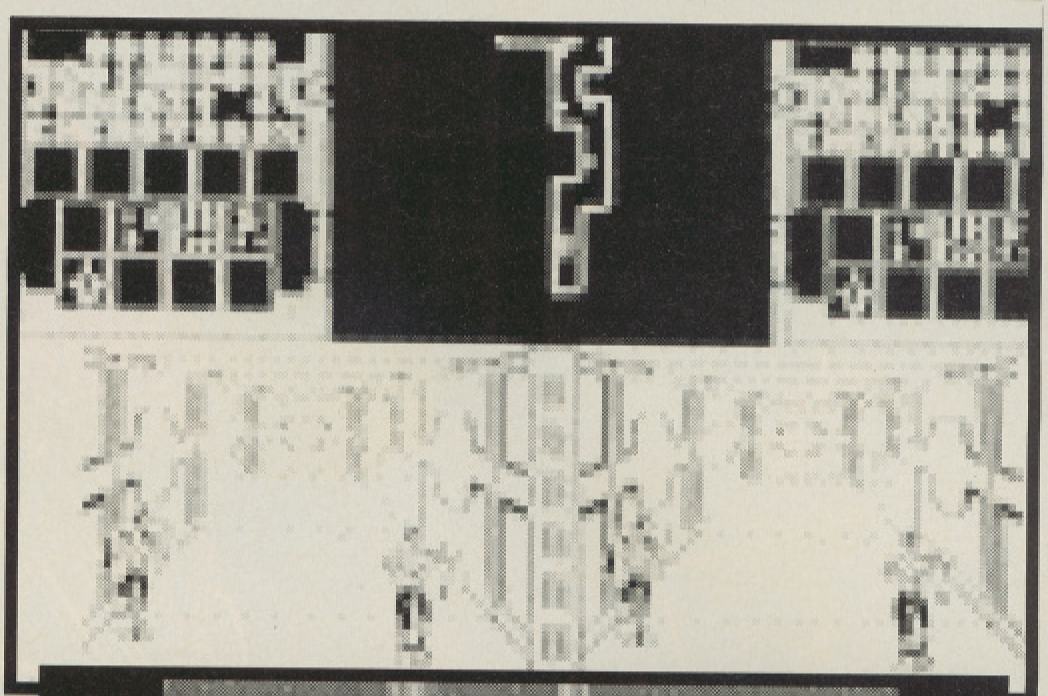
PA: Here, I've got a few suggestions too... 1) If we put the tape in a case then we'd have to charge more money for the mag, consider the case closed! 2) To have a tip line, we'd have to charge you 38p per minute peak and 25p per minute standard rate (like certain other magazines) just for the privilege . What's wrong with Scum of the Earth? 3) As for your joke, why don't you... (CUT - Ed)

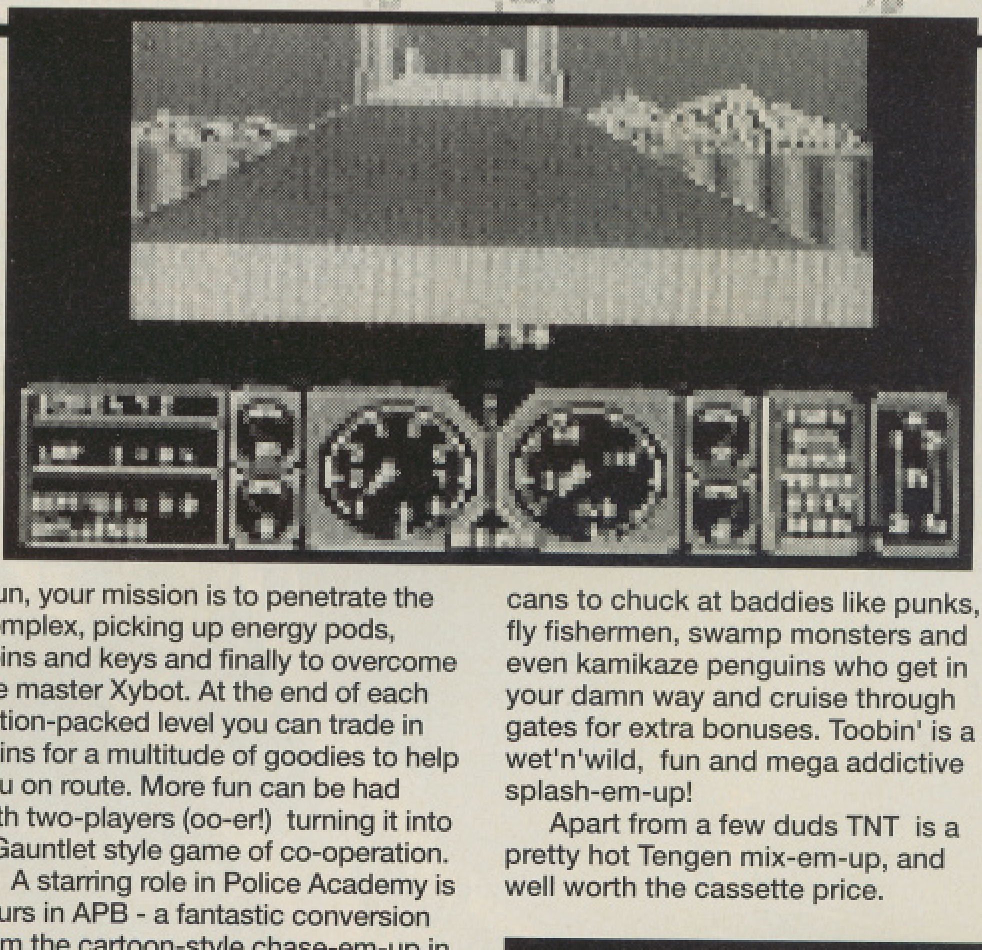
TNT



DOMARK - £14.99 Tape, £24.99 Disk

Another mix-em-up? We let our Bevy delve deep into the suspicious crate of games to find out whether it was too hot to handle or a dud!





Wo-yeah! Wot a mix-em-up of explosives this turned out to be, everything from driving, blasting, nicking crims to water warehouse raves - all top Tengen arcade conversions.

I always thought Hard Drivin' was getting my poor old Renault up Muswell Hill until I test-drove the computer game which has been kept in Domark's garage especially for this compilation and no wonder! The controls were frustratingly difficult enough without having to cope with maniacally programmed traffic which came at you last minute with no warning and the wishy washy chunky coloured, spectrum quality graphics gave me quite a headache. My MOT revealed the conversion to be a bad attempt from an arcade smash to a Robin Reliant simulator.

Onto Dragon Spirit, the vertically scrolling shoot-em-up with an Oriental flavour. You play a firey Dragon with special powers, by shooting the enemy and collecting their eggs (spells), the more fire power or extra heads you gain and the closer you will be to saving a damson in distress. After each of the eight levels you will have a nasty to blasty. For a good ol' shoot-em-up the graphics are shoddy , the playing area is so small that you cannot avoid the enemy fire and it has as much spirit as flat ginger beer.

Xybots in comparison is a jolly good ol' blast, set in a huge underground maze and equipped with a laser gun to 'wipe out' and Zapper to stun, your mission is to penetrate the complex, picking up energy pods, coins and keys and finally to overcome the master Xybot. At the end of each action-packed level you can trade in coins for a multitude of goodies to help you on route. More fun can be had with two-players (oo-er!) turning it into a Gauntlet style game of co-operation.

A starring role in Police Academy is yours in APB - a fantastic conversion from the cartoon-style chase-em-up in the arcades. You play poor Officer Bob who is set a daily quota of offenders to nick from litter louts, drunks, and hitch hikers to the toughest of all crims. It's sure tough out on the streets acting out wild Starsky and Hutch car chases, however there's always detours and donut shops to earn you extra credits. It's fast it's fun and you may make Miami Vice by the end!

Toobin' is a unique water rave-up as you play Biff or Jet, two cool tube dudes as they cruise the baddest rivers in this world. Against the clock you paddle down stream picking up cans to chuck at baddies like punks, fly fishermen, swamp monsters and even kamikaze penguins who get in your damn way and cruise through gates for extra bonuses. Toobin' is a wet'n'wild, fun and mega addictive splash-em-up!

Apart from a few duds TNT is a pretty hot Tengen mix-em-up, and well worth the cassette price.

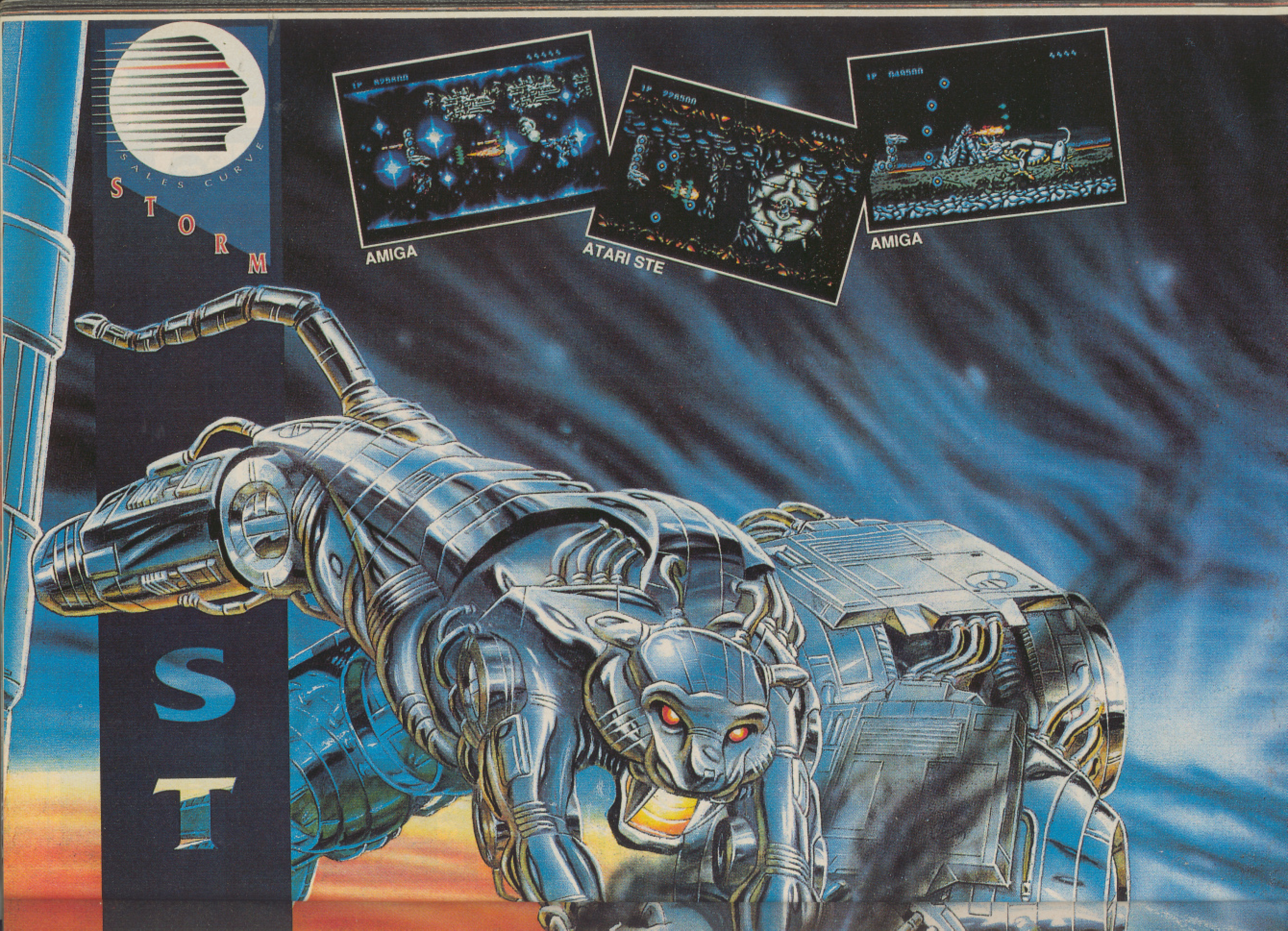
Fax

Oink!
TNT is a highly dangerous substance and should not be made at home with a chemistry set.
APB stands for All Points Bulletin not Aggressive Pig in Blue.

skorebox

	N/A		8
	N/A		8

overall 82


SALES CURVE
STORM
AMIGA
ATARI STE
AMIGA
ST


DRAGON
1P 00000607
44
CBM 64
SPECTRUM
THE SALES CURVE
50 LOMBARD ROAD
LONDON SW11 3SU

HELTER SKELTER



AUDIOGENIC - £9.99 Tape, £14.99 Disk

Balls, balls, glorious balls. Yet another game based on that most bouncy of objects. Ash Investigates......

Guess what. I've seen another pair of balls. This time they are dead set on destroying a load of nasty monsters. This time it's going to be different. No-one's going to push this spherical duo around, not without a damn good reason anyway...

What is Helter Skelter? Well, it's a silly name for a bouncy ball arcade puzzle game. Why Helter Skelter? Who knows. Presumably the idea of a helter skelter simulation was too far fetched to be workable. Anyway, name aside, you have to control one of the balls to wipe out loads of monsters

Monsters really have it tough. Not only are they the villains of the piece (as usual) but they also have arrows pointing to the one who you have to kill next. You do this by bouncing heavily upon the hapless creature wherupon it vanishes. Some people are born unlucky. Fortunately for monsterkind there are disadvantages to bouncing on the wrond monster. What happens then is that the monster splits into two halves. This is obviously painless because he carries on running around regardless of his new shorter size. Some monsters can only be split once whilst others have many splits (if you give them the chance of course). Each of the eighty screens is made of platforms. The balls (because you can invite a friend to control your other ball) fly around the screen, often getting in each others' way, racing to grab the points. On each level there is a bonus score. This is halved each time you use the option to make the ball bounce unaided, so it's wise to use gravity and rebounds as much as possible.





For each monster killed there is a bonus scored, so in theory the more monsters you create the more the score that can be obtained. But there's the chance that you will make a slip and miss out on the last monster before time runs out. Didn't I mention the rather strict time limit? Well, there is a rather strict time limit on each level. This makes the task that little bit more exciting. Oh come on, hitting the monsters doesn't kill you, so there's got to be some drawback to it all.

Another drawback is the rather fiddly control method. This is a problem at first, but after a while you pick it up. Pressing fire at the bottom of a bounce makes the ball leap ever higher. To get bouncing in the first place requires either a steep drop or a small ledge to ram. Ramming a ledge makes you jump just a little but it's enough to get you started.
The other thing about the controls is the inertia. You have only limited in-flight control of your ball as the speed it was travelling has an effect on the directions that you use. It feels 'real' in that you can't just change direction without a bit of slowing down and acceleration.

Some screens have a really nasty time limit and one wrong move can spell disaster. Others have plenty of time but loads of tricky monsters to get to. So the game always keeps you on your toes. With eighty to play through I don't think that Helter Skelter is going to be completed overnight.

Good graphics, great sound and a very addictive game. Once you get used to the controls, of course, things get better, and you'll want to come back for more. Try playing with a friend and watch the competitive spirit come flooding out...

Fax

Clowning Around
A coconut shy is not a bashful food.Dodgems are a freelancer's accountants.Clowns live in Leighton Buzzard.Hot dogs are sausages in rolls. On no account attempt to heat up your pet Labrador.

skorebox

	7		7
	5		9

overall 83

OddBods

Comics only this month as Flame On returns as Speakeasy's editor Stuart Green once more graces us with his cunning wit and bag of goodies...

FLAME ON
with Stuart Green

JUDGE DREDD: THE MEGAZINE #1
Fleetway, £1.50, various



Amidst the rash of new titles from the Galaxy's Greatest Publishing House (well, that's what they would have us believe) the option of publishing a solo comic featuring the nation's favourite facist seemed to have been overlooked. But not for long. Here, at last, in full zarjazz colour are Dredd and the other denizens of Mega-City; Chopper, Judge Death and our Kenny, the hapless would-be artist; with the Angel family to come soonest.

Best stories are, America, John Wagner and Colin McNeil's further exploration of the Democracy theme, started way, way before Dredd took the Long Walk. It's a scene setter, like most of the meg, but this promises good things as Dredd belatedly examines his role as a Judge, jury and executioner. Cam Kennedy returns to drawing Dredd after what seems a decade long wait in 'Our Kenny'. Ironically, with a satirical tale that takes creator rights as its theme as Kenny again seeks work in Mega-City. Chopper, the skysurfer last seen supposedly fatally injured during the climax to Supersurf 11 (Available in book form, £5.95 and worth every cred), rises phoenix-like to clean up the Oz Radback.

The other two stories, Midnite's Children and Young Death haven't really clicked in yet, so I'll suspend judgement (ha, puns doncha just love'em). Overall, it's a hit and should see Dredd well into the twenty-first century, when time'll start to catch up to the old bugger I suppose.



LOBO #1
DC, 65p, Keith Giffen, Alan Grant, Simon Bisley

Well if Alan Grant can't quite get himself excited about writing another Dredd story just yet (he wrote Midnite's Children) he certainly comes up with the space freight on this one. Plotted by Giffen, who gives you the knockabout comedy of the Justice League, Grant is left with the simple task of coming up with the smart assed one-liners.

Lobo is one mean mutha who guns the spaceways on his hog. Lobo killed off every other inhabitant of his home planet just for the sheer thrill kill. Except one. His grey haired, diciplinarian fourth-grade teacher who just happens to have written a libelous biography of the "Assassin to Royalty and Scourge of the Cosmos". His task? To escort his teacher across the galaxy to safe keeping. In one hilarious scene she ticks off the bad guys for using the word "ain't". Lobo's not pleased.

Simon Bisley is. Revelling in the lunacy of Grant's script, he turns in art that swings from the skewed perspectives of Kevin (Marshal Law) O'Neil to the outright insanity that is Gary Larson.

Buy Two Double Bag One.

HARD BOILED #1 (of 4)
Dark Horse, £2.95, Frank Miller, Geof Darrow

This is a less serious affair than Miller's current collaboration with Dave Gibbons, Give Me Liberty. Whereas Liberty is all 'do the apocalypse with a social conscience' in the same way as Crisis' Third World War, HB is pure sci-fi hi-tec overkill.

There is a higher body count in the first two pages of this first issue than in the whole of Total Recall, as Nixon, a cyborg whose programmed to believe he's human, or a hume who dreams that he's a cyborg, goes on a killing spree downtown. The story really is as simple as that, with Miller paring down even further his normally terse script to allow new art wunderkind, Darrow, the space to really let rip.

Darrow's art is the really exciting thing here. Every shard of broken glass, tattered clothing and flying bullet incredibly detailed. An obsessive filling every corner of every page, Darrow gives new meaning to the phrase "Wow, sheer carnage!" Another must in a bumper month for great comics.

CADILLACS AND DINOSAURS #1 (of 4)
Epic, £1.60, Mark Schultz

Maybe not to everyone's taste this one, harping back to the dawn of comic art with a definite thirties look to it. But then that's what's brought Schultz heaps of comic awards.



The twenty-sixth century, Earth is recovering from The Bomb that has reaped huge and total environmental mutation on the planet. The age of Dinosaurs has returned.

Originally published as part of Kitchen Sink Press' Xenozoic Tales, the three stories that comprise this issue provide the perfect introduction to Mark Schultz's world of twentieth-century technology meets pre-historic life forms.

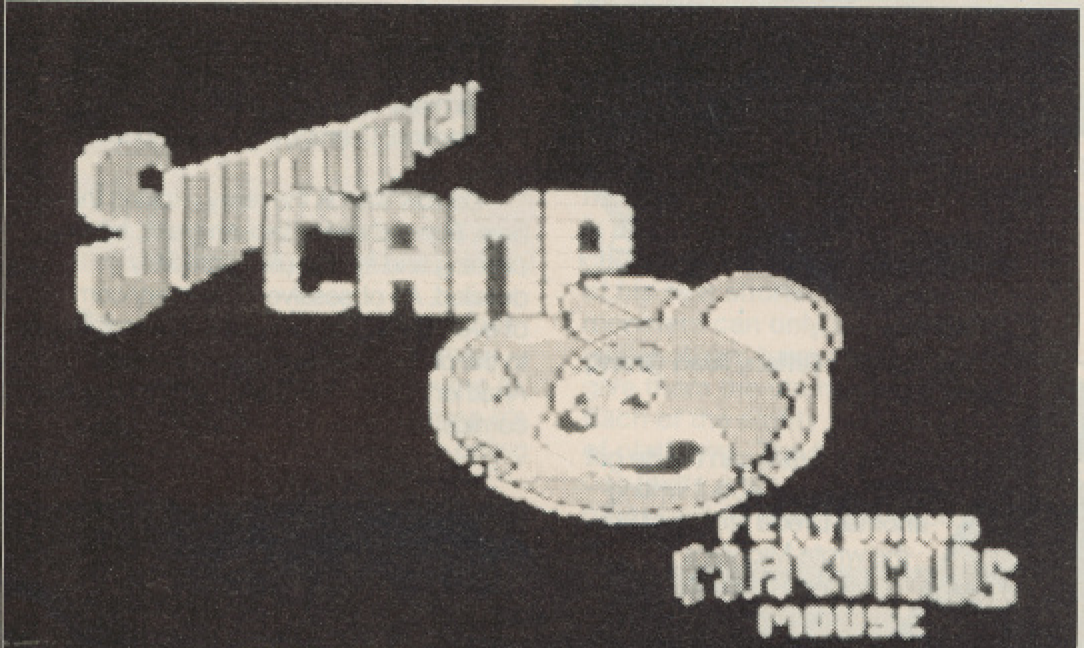
DARKMAN #1 (of 3)
Marvel, £1, Machio, Hall, Texeira

Much more of your standard Marvel comic this, but it does its job of adapting Sam Raimi's latest horror smash into comic form adequately enough. The Darkman has been hideously disfigured in a chemical accident (like a certain Swamp creature, y'understand) and is left at the end swearing revenge on all those responsible for his new found ugliness.

As I say, it's okay but nothing to run out and beg for extra pocket-money for.

All titles available from Forbidden Planet, 21 New Oxford Street, London.

SUMMER





THALAMUS - £9.99 Tape, £14.99 Disk

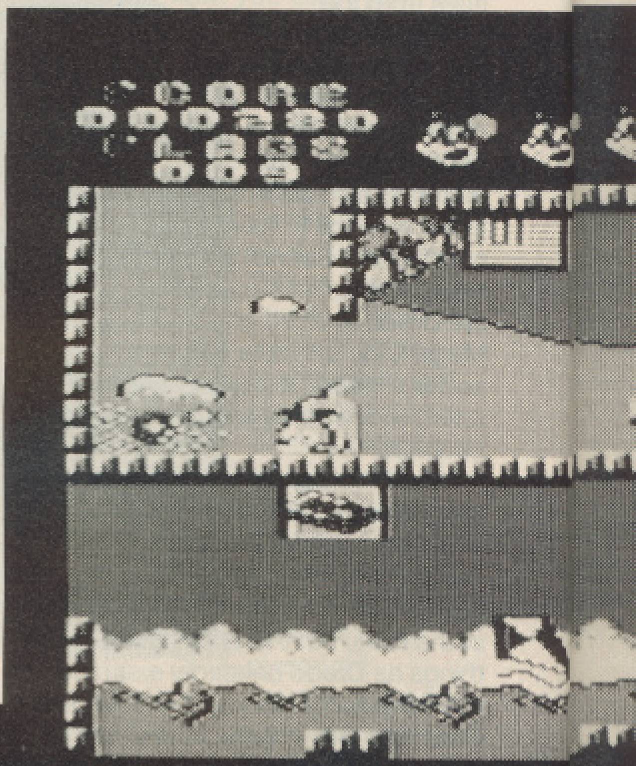
Aaaah, ain't he cute? Likkle cutesy wootsy pookams. Rik isn't but he looks at the cutest game ever, probably!

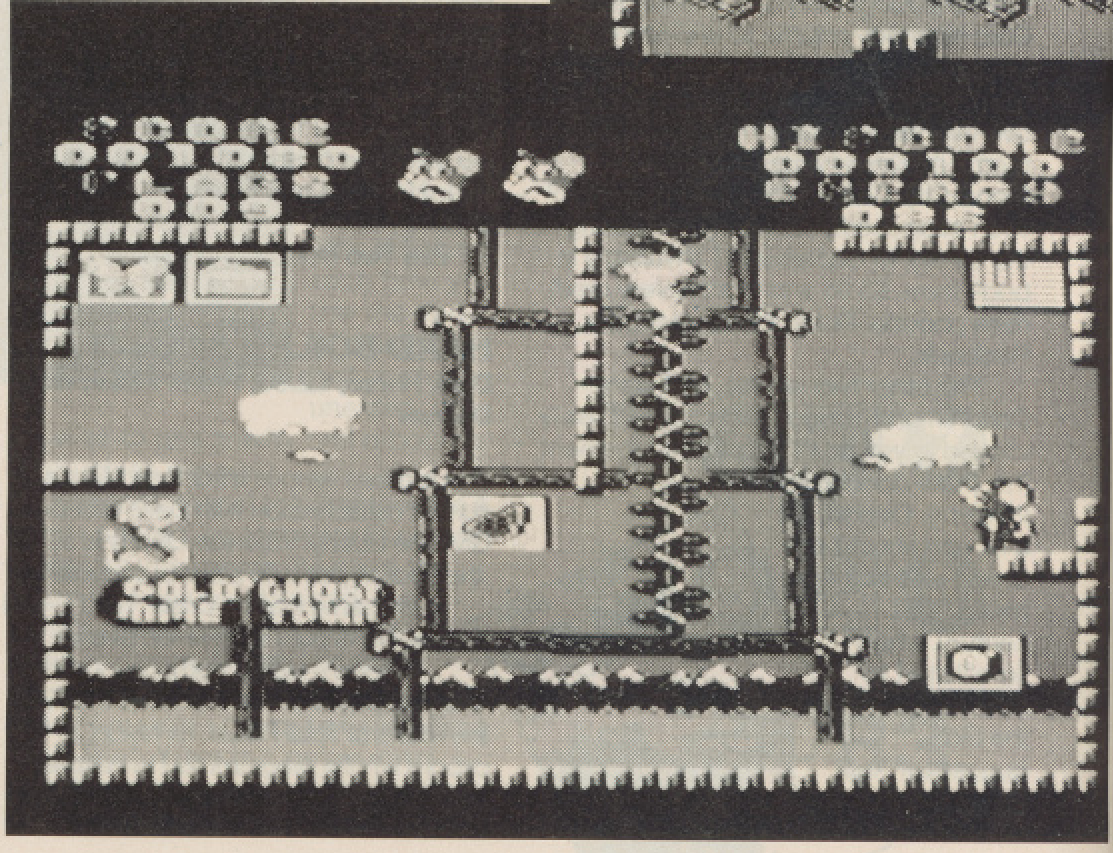
Cute games, don't they make you puke eh? They certainly get on my wick, that is, unless they're so absolutely stonkingly good that I have to lock myself in a room not to emerge for three million years. Summer Camp is a right stonker, make no mistake.

But it's so damn cute! The main character, Maximus Mouse, looks a tad familiar to fans of Tom and Jerry, although this mouse doesn't have a thicko cat running after him with a frying pan. Nope, he's got bigger problems than that indeed. You see, he's found himself in one of those Summer Camps, you know the centres that American parents send they're kids to each and every summer in order to get them out from beneath they're feet (sort of a cross between Butlins and Nuremberg). Now, the kids themselves absolutely hate this sort of concentration camp, so a small, cuddly, cartoon-like rodent isn't going to find it any less tasteless or anything but completely tacky.

So what would you do? Yep, get outta there! But the great question is, how? Scattered around the many platform-like screens are ACME crates, each containing a part of a mode of transport that would help you get away from this hell in backwatersville. You must collect all the parts and you will find yourself faced with a sub-game (a blueprint of the vehicle that must be arranged) which earns you bonus points, and then a new level with another vehicle to collect and a different setting.

There are four of these levels, but you'd better concentrate on the first, because it's no easy job grabbing crates, you have to earn them and sweat (although the game's so cute, you probably sweat lemonade) for it. There are many hazards on each screen, and absolutely tons of meanies out to stop you from leaving. These mainly come in the form of other animals (anything from skunks to chickens), but there are also killer helicopters, whirlwinds and the occasional insect or two. And

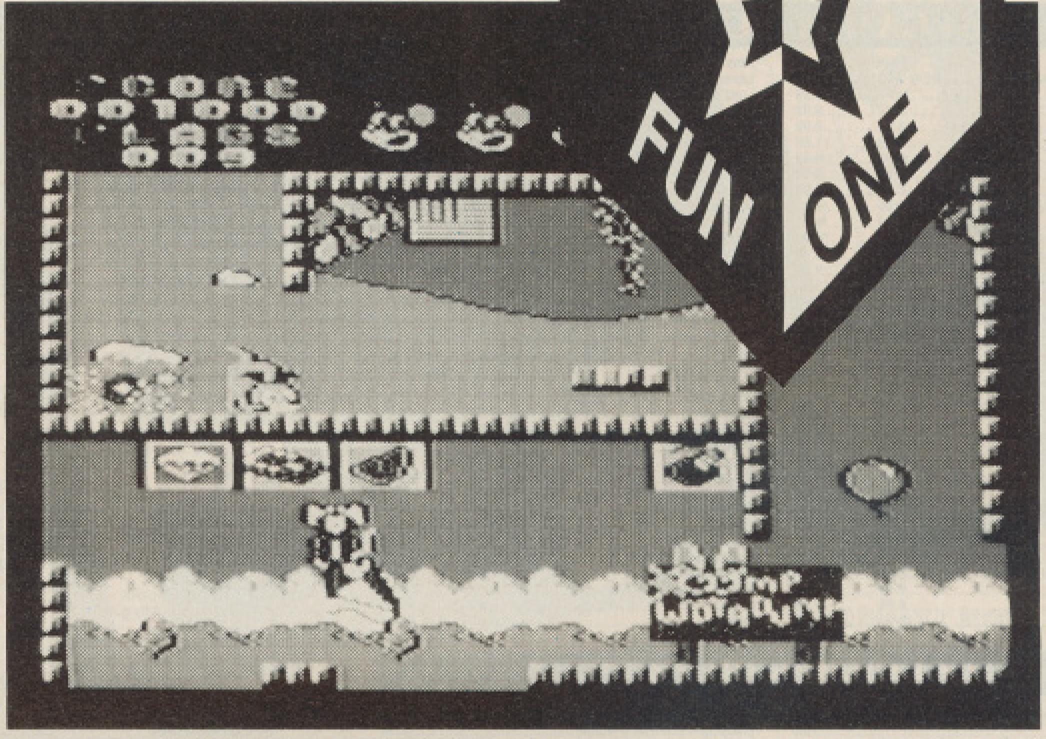


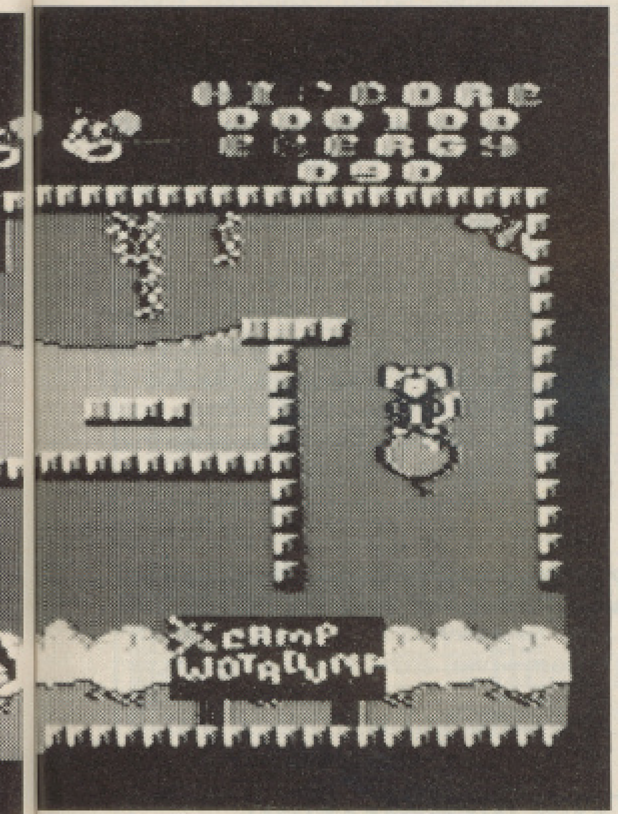


CAMP

you must try your hardest to avoid them while bouncing around the landscape. Another hazard that you should be aware of is that you can't fall too far, else Maximus Mouse becomes Maximus Splat!

Fortunately, also scattered around are icons that can be collected and they'll either have a bad effect on you, or a darn good one. For instance there is a piece of melon, when once in your inventory, you can shoot the pips at the enemy. There's a parachute too, that allows you to make one lethal drop without





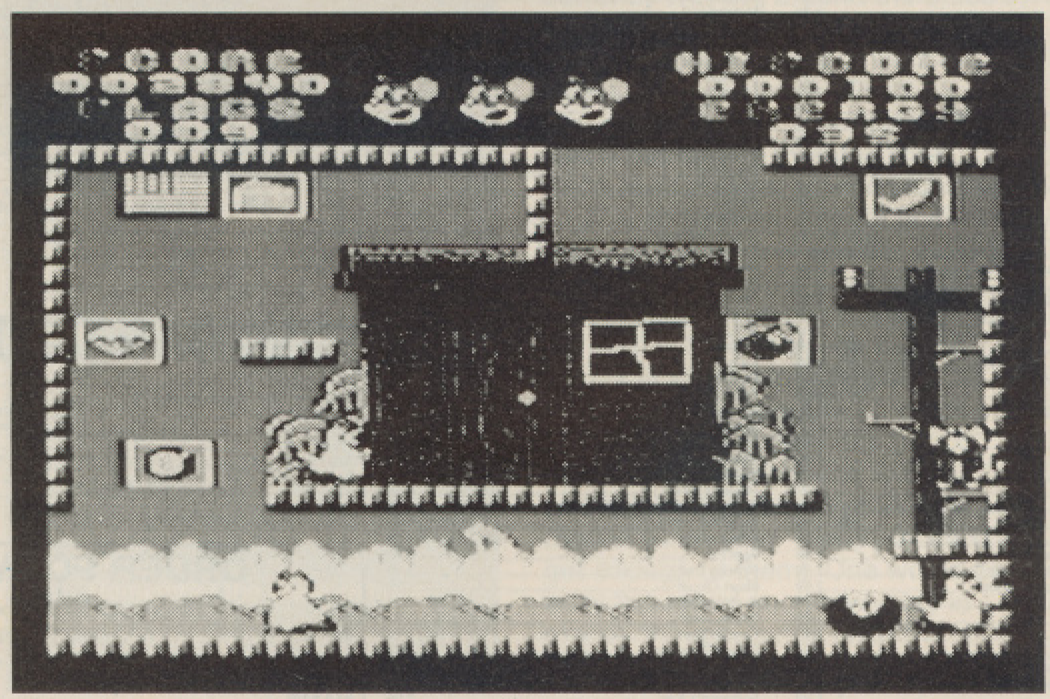
Fax

Complete And Utter Fib
I once had an uncle who went to the moon in a rocket built out of old cereal packets and egg cartons. Then he circled Mount Everest in a balloon sewn together using Nuns' frilly undies. No he didn't really, I made that up! He circled Mont Blanc.

becoming a mouse burger.

This game is predominantly aimed towards the younger market, with excellent graphics in a very Warner Bros. cartoon style, and as such has the handy facility to offer hints along the way, so that you get help in sussing out what you should, or should not, do. The computer does not control the joystick though, that's completely down to you, which is just as well as you'll be addicted very quickly indeed.

If you're old enough to remember Manic Miner, or Jet Set Willy, you'll recognise the style of gameplay immediately, and Thalamus has succeeded in doing a great job in bringing that theme to the 90s. A gorgeous game that has such breathtaking graphics and great playability that it could be the biggest shock this Christmas.



skorebox

10 9
8 8

overall 95

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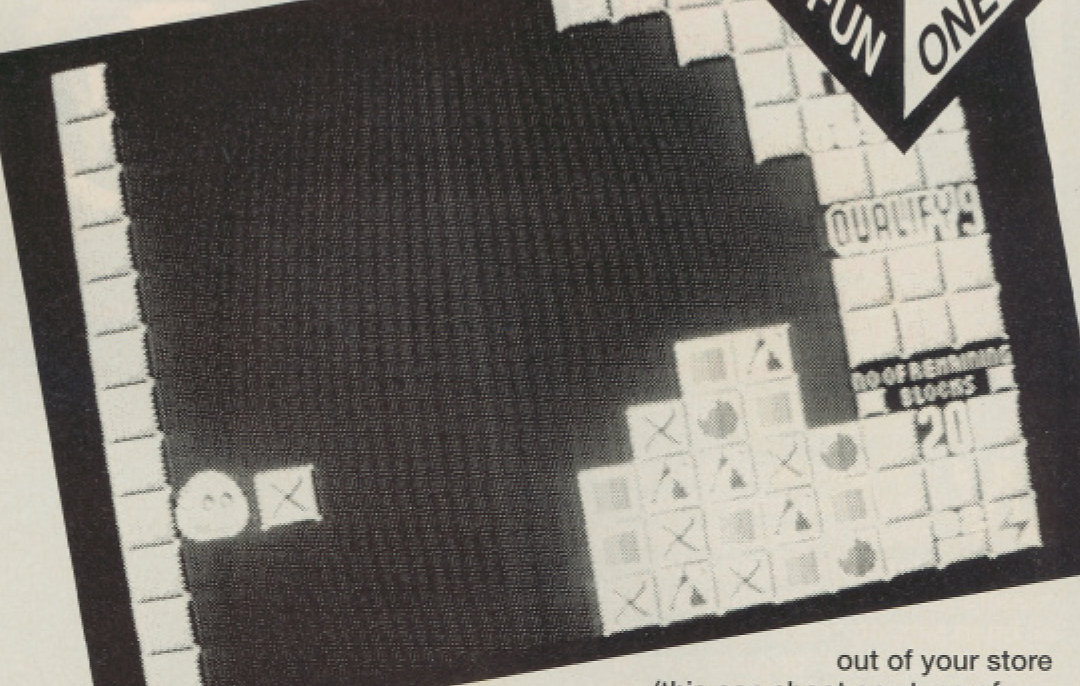
PLOTTING

YC FUN ONE

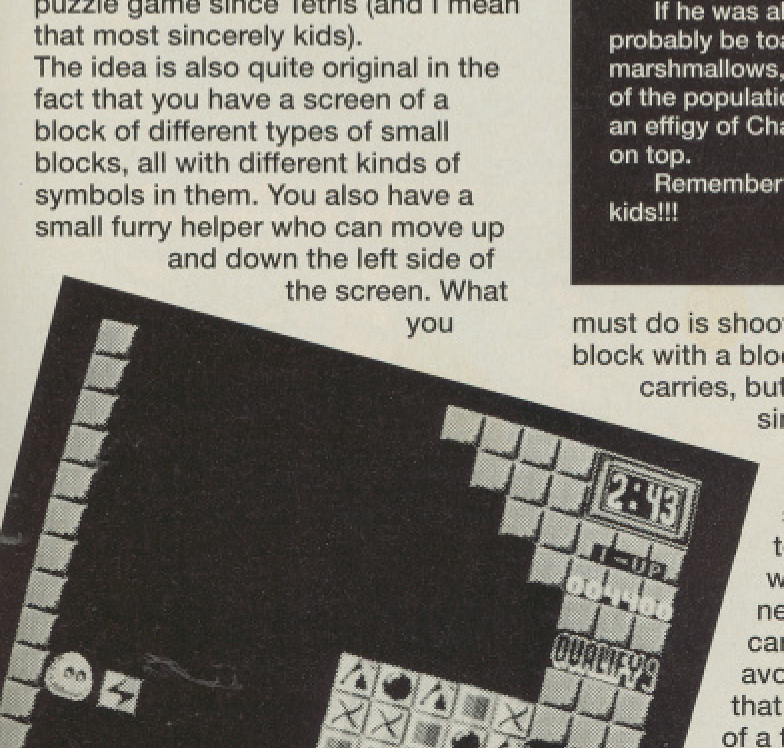


OCEAN - £29.99
Cartridge Only

Rik is plotting the downfall of the poll tax, but while he's doing so he gives Ocean's first cartridge game a whizz...



So it's arrived has it? The first commercially released cartridge is here, and boy is it a luxury compared to normal loading. Just plug it in the back of your machine and Bob's your uncle and Fanny's a rude word, it appears immediately on screen as soon as you turn the computer on. Not only that but Plotting contains zillions of levels and there is absolutely no multiload whatsoever, no siree, it all goes with the flow. But is this luxury worth the extra cost? I mean, it's easy to raise a tenner for an excellent game, but 25-30 quid? That kind of cash only comes around birthdays or Christmas time. Fortunately, Plotting is released around the festive season so many people WILL be able to afford it, and quite rightly so because it's a bit of a stonker. And in fact, compared to Puzznic, it's the most playable puzzle game since Tetris (and I mean that most sincerely kids).
The idea is also quite original in the fact that you have a screen of a block of different types of small blocks, all with different kinds of symbols in them. You also have a small furry helper who can move up and down the left side of the screen. What you must do is shoot the same kind of block with a block that the helper carries, but it's not really as simple as that.
Once a similar block has been shot, the block next to, or underneath it will then become the next block that you carry, so you must avoid shooting a block that will release a block of a type where there is no visable match. If you do so you will lose a life and be given a super block out of your store (this can shoot any type of block). If this is getting confusing to you you're not the only one, Mark is currently walking around the office in a daze after reading this...
The way to get more points is to shoot a row of similar blocks, and you get a bonus score. And as the levels get harder, the time limit decreases and the screen changes slightly so that you cannot access as many of the vertical rows of blocks.
The graphics are very reasonable indeed, and far above the average set by this type of thang, but the muzak is slightly irritating.
Playability is where this little baby cooks, it's a real delicious gem of puzzling and action, and it's the addictive thing to appear on the market since Jelly Tots (I just can't get enough of them). One would be wary though of such an outlay in money though, but at least the product is completely brill.



Fax

Rocket And Roll
Guy Fawkes was one of the men involved in the famous gunpowder plot. He, and a few of his chums, tried to blow up the house of Parliament quite a few years ago, and for his trouble he ended up being hung, drawn and quartered, with his head impaled at Traitor's gate.

If he was alive today he'd probably be toasting his marshmallows, along with the rest of the population, in a bonfire with an effigy of Charles the first sitting on top.

Remember the firework code kids!!!

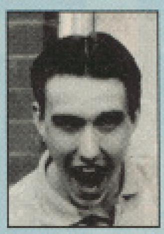
skorebox

8	10
7	9

overall 92

REVIEW

MIDN
RESIST



OCEAN - £9.99 Tape, £14.99 Disk

Although the title may suggest a game based on the troubles one may have getting into a nightclub, Rik finds that it's a rather spiffing arcade shoot-em-up.

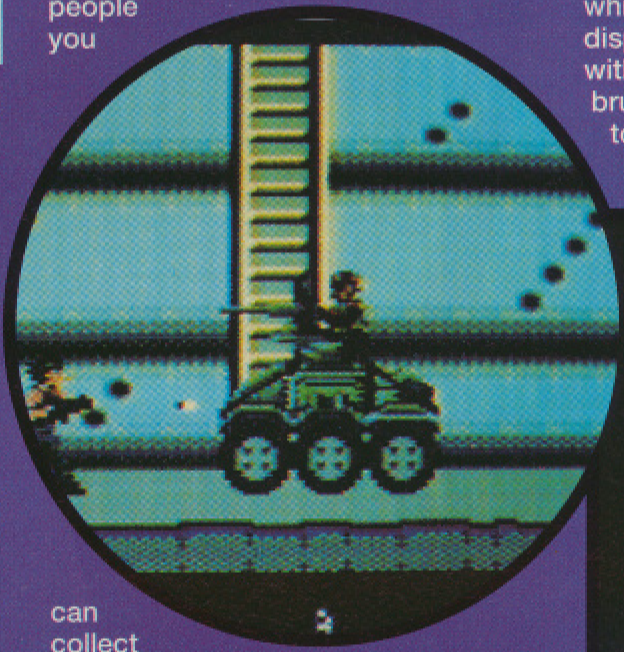
We've been waiting for yonks for this'un, haven't we? I mean, it's been out on the other computers for ages, and owners of 'inferior' machines have all been singing "nah, nah nee nah, nah!" to our faces for quite a while. But at least it's now arrived, and it's our turn to turn our buttock cheeks towards them and promptly pull our troosers down because it's not just good, it's moon worthy.

But why was it so late? Ah, this is because the programmer said, when he was half way through the C64 version, "Hmmm, I think I'll do something else for a while and make loads and loads of luverly cash!" So he did, and now that he's finished that project, he's also finished the last version of this coin-op conversion, and we're mighty grateful that he has.

Midnight Resistance is a game and a half, and it's that extra half that makes it whole (there goes my GCSE maths). But the plot certainly does not add to the game, then again they seldom do, do they?

A scientist has been grabbed by the undesirables (brings tears to your eyes) who are dead keen on running what we so affectionately call the World, and they aim to extract things from him (this gets more painful by the second) in order to get his plans for a super weapon with which they'll hold us all to ransom. Unfortunately for them, you've sprouted muscles in places where you've never had them before, and a large gun has found its way to locate underneath your armpit (I wouldn't smell it afterwards though). This allows you enter the baddies' base and blow the smeg out of everybody and everything, simple huh?

Well not really, because there are nine enormous levels to be completed in a multi-directional kind-of way. And if you smeg the right kind of people you



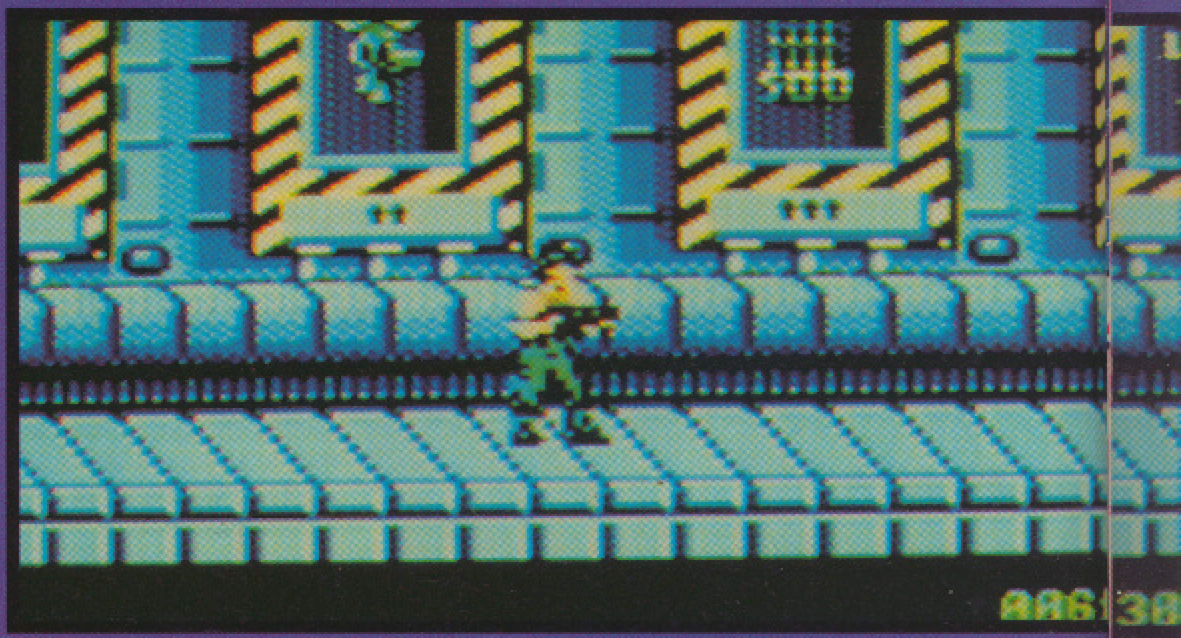
can collect keys (up to six) that allow you to buy weaponry at the end of the level.

There are some fiendish large tanks and other munchy machinery which you must defeat before you progress, and these are scattered everywhere, instead of at the end of the levels like most other games. But fortunately, just like the arcade machine itself, there are safe points which, when found, allow you to dispense your own form of justice without receiving so much as a small bruise to your otherwise perfectly toned body.

Unlike the coin-op though,



Um... Now what big and mean and munchy and lethal and offensive and crunchy and heavy and long winded (get on with it - Ed) shall I choose?



IGHT
TANCE

and the other home computer versions, there is only a one player option (simultaneous two-player action is in the original) but this does not take anything away from the excellent gameplay or frantic shoot-em-up action.

The graphics also have small glitches every now and then, mainly when there are thousands of sprites on screen at the same time, but this hardly even notices as you'd rather concentrate on the stream of hot leaden mega death that is spewing your way.

Sound is a bit on the weak side when it comes to FX, but the music compensates for this and is a bit unique due to its low irritation level, you could leave it on for quite some time and you'd still find it pleasant.

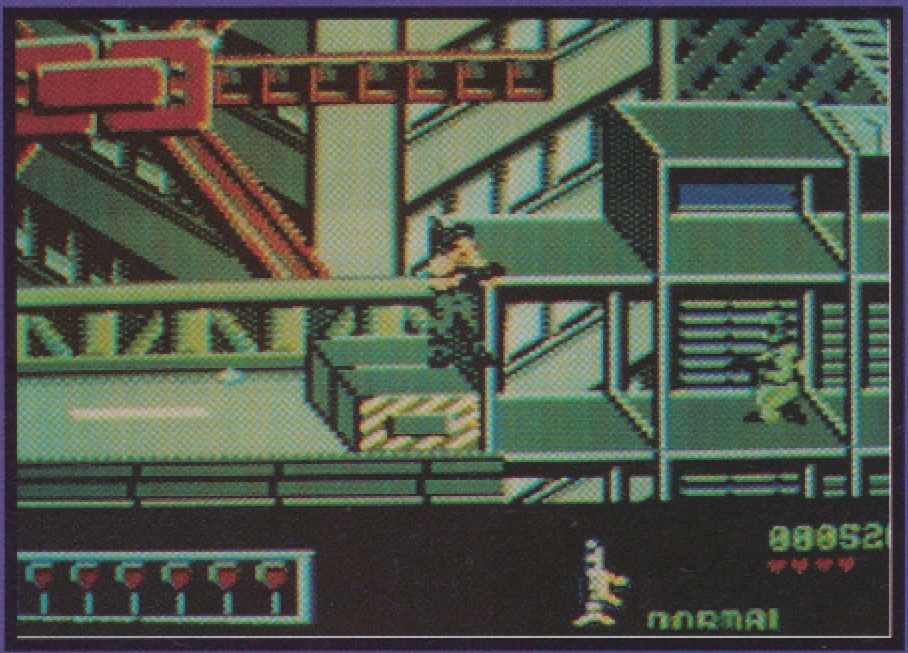
This is the best of the new Ocean releases to come our way this month, and is possibly the best Ocean release this year. It had me gripped for absolutely ages, several hours at least, and I was only drawn away from it because I had to write this review. It's my favourite game this month and I'd recommend it for anybody who likes to use their computer to play games on (which is, of course, all of you).

Fax

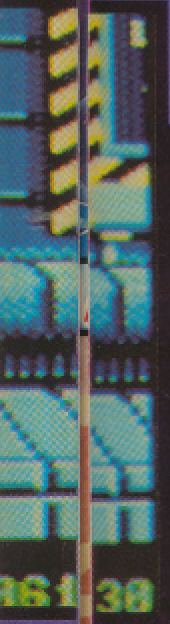
Allo Allo

The resistance, during the second world war, did not go around France saying "I vill zay zis only vunce". They did in fact chuck bombs and things at the jerries and blow up trucks and what-have-you. They also did it at midnight quite a lot, those dirty French peoples!

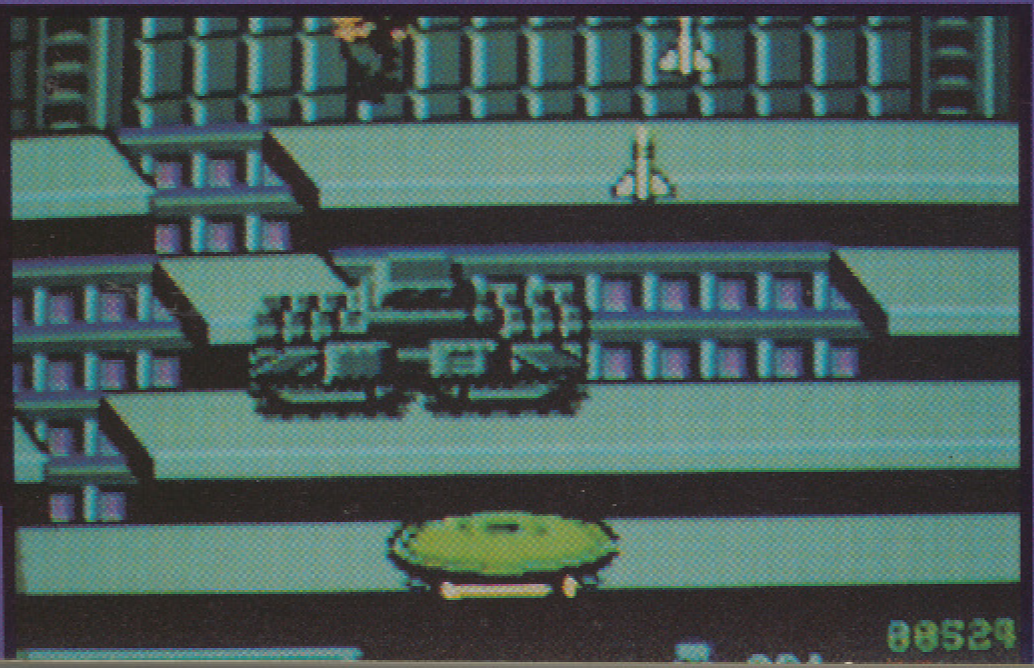




Run awaaaayyyy!!! If he gets you you're a small bag of Frazzles!



Along came this large and mean, rocket spewing monstrosity! It tried to blow off my nipples and roast my nuts (I had a bag of KP in my pocket), and all I wanted to do was get my frisbee back!!!



YC FUN ONE

skorebox

	8		10
	8		9

overall 95

STUCK EH? GOT A PROB WITH THE GREATEST OR LATEST? CAN'T RELEASE THE DOOFER FROM THE OOJAMAFLIP? CONSULT EUGENE'S BIG BOOK OF SLIMEY TIPS AND YOU TRUBBS WILL BE OVER...

OOZIN' EUGENE'S SC

So slime, think you're clever eh? What are you reading this for then? Clever people don't need to cheat at games, they're clever 'int they! But those that have contributed to this new look Scum of the Earth, well they get prizes don't they! If you want prizes then you'll have to get it together won't ya.

RANKINGS

Private Prat - The lowest rating for Scum, they get a badge if they're lucky! (Coo... it's a bit like Blue Peter 'int it!)
Corporal Crud - We're moving into T-Shirt territory here.
Sergeant Slime - A free game on cassette or disk for those rasing to this unbelievable level. This month it's the truly awesome E-Motion from US Gold.
Captain Colostomy - Two free games (we are being generous aren't we?)
General Gunge - If anybody produces tips this hot I'll eat my own spot juice! A day out live roleplaying awaits for those that get to this level.

MYTH (System 3)

Douglas McArthur supplies us creepy fellows with a few choice nibbles that no Myth player could go without. Welcome to the rank of Private, Douglas, and enjoy your very shiny badgeroony.
Tip One - While loading in level 1, have Shift Lock down. When it has loaded, kill yourself (what really? - Ooze) and this will put you on the next section. Keep doing this all the way through with Shift Lock still down until you reach the end of level 1. Take it off when you start to load level 2.
Tip Two - From level 2 onwards you should hold down the A key and press ?. This'll give you most of the weapons you need for almost everything.

MANCHESTER UNITED (Krisalis)

Here's Glenn Bryant with a blatantly obvious tip that's almost worth asking him to send US some goodies just for printing it, but seeing as he also supplies the Turrican and Power Drift tips that follow I suppose he gets a copy of E-Motion for being a Sergeant.

If you're losing with only seconds to go (especially in a cup match) just plug a joystick in the other port and press fire. Now the other team will stand still and you can boot the ball in at the other end, yaaaaahhh!!!

TURRICAN (Rainbow Arts)

Glenn again...
WARNING! - Only people with three hands from the planet Fishton can get this cheat to work!

When you start the game (or on any level come to think of it) press the pause key (Control) and hold it down (Better still, use some sellotape). Now hold the fire button down as well and you can go roaming around the levels with no aliens to bother you! But you still have to kill the big end of level guardians (Well, nobody said that life was a cheap 'n' tacky Neighbours set).

POWER DRIFT (Activision)

You may have been thinking that this game is ancient, but it's on the Wheels of Fire compilation from Domark, so Glenn, strut your funky thang...
Here is a list of the course turnings for this stonkin' drivin' game. All you have to do is memorise them for that course and anticipate the course. Dead easy, huh?

Course A
1. R2
2. R-L2
3. L3-R-L
4. (L-R)-R-L-(L-R)
5. L3-(R-L)-(L-R)-(R-L)-L-R2-L

Course B
2. R4-L
3. L-R-L
4. L-(R-L-R)-(L-R-L)
5. L-R2-(R-L)-L

Course C
1. L-R
2. L-(R2-L2)-R
3. R2-L-(R-L)
4. L-R-L-R-L
5. L-R-L-R

Course D
1. L-L-R-L
2. R3-L
3. 0L-L-0L-R-0L
4. L-R-L-R2-L
5. R-L-R-0L-R-L

Course E
1. R-(L-R)
2. L-R2-L2
3. R6
4. R-L-R2
5. L-R-L-R-L2

KEY
R2 = Two right bends
(L-R) = Two quick bends together
(R2-L2) Two right bends & two left bends together

MATCHDAY II (Hit Squad)

Come on, this is a put up! Nobody is called Carl Drinkwater surely? Not even scum! Oh well... Welcome

Private Drinkwater, we'll send you a Scum of the Earth badge for this little 'effort'!

Load it up, reset it and type the following:

```
10 FOR WA=4096 TO 4117: READ Z:
POKE WA,Z: NEXT Z
20 POKE 56501, 75: SYS 4096
30 DATA 120, 169, 16, 141, 21, 3, 169,
16, 141, 20, 3
40 DATA 88, 96, 23, 1, 26, 32, 1, 192,
76, 4, 9, 234
```

Run the above and enter POKE 49152, X (Where X=1 or 2).

Erm... That's all very well but what is it meant to do, now I'll have to load up this ever so dreary game. Tum... tum... tum... (load snoring noises followed by a little typing sounds) Oh I see! Hurm...

SCUM OF THE EARTH

LORDS OF CHAOS (Blade)

Thanx to another Sergeant, a certain K. Smith, here's loads of wicked tips for the YC Fun One that impressed those rabble in the office last ish...

Creatures

Dragons - The hardest of all creatures! Although they are hard to summon, their strength is worth it. Their fire spreads fast, but be careful when using it on the ground.

Humanoids and Weapon Users (Harpy, Giant, Troll, Goblin, Dwarf, Pixie, Centaur) - These animals can use weapons and most of them can ride other animals. Giants, Harpies, Trolls and Goblins are the only worthwhile beings here. Pixies may be invisible but they are useless.

Mounts (Elephant, Gryphon, Pegasus, Unicorn) - The horse-alikes of L.O.C. Elephants and Gryphons are very powerful and high stamina helps them cover large distances. The Pegasus and Unicorn should not be used continually as they will get tired rapidly.

Undead (Demon, Ghost, Zombie, Vampire, Spectre) - Undead are very dangerous enemies and it is a good idea to always have a couple of Vampires or Spectres as guards for your wizard or party. Ghosts can travel through walls and make excellent scouts. Zombies are no good. Demons are extremely dangerous, although it is possible for a Spectre to kill a Demon.

Misc. Animal (Crocodile, Giant Bat, Bear, Lion, Gorilla, Spider) - Crocodiles are sturdy fighters. Bears and Lions are extremely dangerous enemies and useful allies (the Lion has a very high A.P. and can run very fast). Bats and Gorillas should not be used, as they are no good. The spider is very powerful and should not be tackled by anything less dangerous than a Gryphon.

Spells

Magic Fire, Gooey Blob - 2 very useful spells which can destroy large amounts of enemies. The higher the level the faster it spreads. Fire does more damage, but the blob is tougher and is harder to destroy. Do not cast these spells near objects as they too will be destroyed.

Tangle, Vine, Flood - Useful, but only on higher levels. Flood can be fatal as creatures may drown.

Enchant - get it! Always have a spare enchant spell so that you can deal with unexpected undead.

Subversion, Magic Attack - Pretty useless unless above level 4, but don't count on it.

Curse - Very good, but save it for wizards. Make sure it's above level 2.

Magic Bolt, Lightning - 2 very good spells, at high levels they can be devastating. When casting make sure your army is well out of the way of lightning as it covers quite an area.

Teleport - Immensely useful spell, but make sure the target area is a clear space, away from walls as this spell is inaccurate at low levels.

Magic Eye - Quite useful, but short range.

Magic Shield - Could save your life, but doesn't last very long and weakens easily.

Scenarios

1. The Many Coloured Land - An easy task, but a tight time limit. You will be able to locate Torquemada in the second round by looking at the map at the other houses and finding the one with at least one open door. He will make 2 goblins, 2 vampires, 1 troll, 1 centaur, 1 elephant, 1 giant bat and a bear for his army. Beware the vampires.

Once you have killed him search the land for 4 chest keys and 1 door key. Then go to the house with four locked doors, but beware, 2 giant spiders roam through the wood, and there is one in the house. Unlock the four chests, grab the treasure (make sure it's your wizard that is carrying it) and get in the portal. Experience - 520 max.

2. Slayer's Dungeon - Tricky this one. Split your party into 2 and search the place for a door key. Before doing this make sure each part of the party has 1 or 2 powerful undead guarding them as Elbo Smogg will make a demon and there are many spectres wandering around. Beware of the invisible and make sure your wizard is mounted, preferably on a gryphon. Take the key to the locked room with the ring of lava and enter it. Kill the 2 vampires, open the chest, take the keys and go to the other locked room. Kill the demon, cross the lava , get the treasure and RUN!

N.B. Kill Elbo Smogg before he casts gooey blob, as this will prevent you from reaching the portal without the aid of a teleport spell.

3. Ragaril's Domain - The last, and hardest, of the scenarios. Do not attempt it with a wizard below level three. When you first appear go straight up and right, but do not walk into the middle of the room between the corridor as it fires a tangle weed trap.

Get the key from the second room and go to the room with an altar. Put a weak creature on the altar. Next turn he will be gone.

Unlock the 3rd door, open the chest and take the key. Break the glass cases and arm your soldiers. Ignore the flashing floor (red herring) and go to the room with the head - never enter the middle of a square room - and hit the head. Walk on and magic bolt or shoot the creatures over the chasm with bows.

Go up and unlock the chest then kill the three zombies in the small rooms. Go through the walls (search for the fake ones) until you find the transporter. After you have been transported get the diamond and flood the fire. Go right and set fire to the floor. Fly down to the room with four circles and kill Ragaril.

BLOODWYCH (Image Works)

Here's another bloody obvious tip, this one from Simon Pestell, who earns himself a badge and the rank of Private.
To get extra armour, gold, etc. on Bloodwych all you have to do is choose a 2 player game, do the selections as usual, then make one of the groups drop all their possessions. The other character can now pick them up and wander off (this is not advised when 2 people are playing!)

LASER SQUAD (Blade)

David Walker, the latest Sergeant to come our way and the latest scum to earn himself a copy of E-Motion, deals with another excellent Blade game. And these are "the most comprehensive tips ever"...

Scenarios

1. The Assassins - This scenario is, to be blunt, simple and should not pose any trouble for even the poorest player. However, if you're really stuck (or if you are playing against a good human player) then this will help to complete the mission.
The only problem is that you only get the basic guns, but then so do the enemy. Give your Corporal a 4 armour, then give him a rocket-launcher with at least 3 extra rockets. Give all the other men marsecs if you can, but if you can't afford them go for M-4000s or pistols if you really have to. Don't forget a few grenades! It really doesn't matter which side of the house you start, but for some strange reason I prefer the right side. The first step is to pump a few grenades into the house. Then, when a few droids poke their heads out, blow them away with rockets if possible, if not use grenades. Once you are out of rockets, march your men into the house moving slowly to keep your men on opportunity fire. When you are in the main corridor of the house throw a few grenades around, this should kill Sterner. If not just hunt him down, he usually ends up in the top left room.

2. Moonbase - In this scenario it is far easier to wipe out the opposition than destroy the computers and other objects. Head for the central room and chuck a few grenades around, this will draw the enemy to you, and as long as you have men looking in all directions you should be able to pick them off with ease. If you cannot see the last man and time is running short send about 3 of your men off in different directions. When one of them gets shot you'll know where the enemy is and send all of your squad after him. The best weapons are the marsec or, for the paupers among you, the M-4000. The sniper rifle can be handy but only have one or two of your men with these. Grenades are vital, of course, and you need loads of them.

3. Rescue From The Mines - This is the first mission that makes life hard for the beginner. A few attempts are needed before you can kick ass. The enemy seem very good at picking off your men with their inaccurate guns, and your men seem to lack the skills needed to match them. It takes a lot of practice before you can beat them. One of the best methods seems to be to spend as little time as possible in the long tunnels. If you stay in the short ones you can beat them at their own game. Another problem is the explosives. They are very heavy so only carry 3. Swap the explosives round so not just 3 people get knackered.
Don't put the prisoners straight into the lifts, I hardly ever deposit one I just use them as reinforcements while I wipe out the enemy.
Grenades are once again vital. I would stick with the marsecs but bring along one rifle for long range combat. One handy tip is that one of the enemy has a security key. Use this to turn on the screen in one of the large rooms to the right of the map. As long as he is standing in front of the screen you can see all the enemy!

4. The Cyber Hordes (This is on the Expansion Kit along with scenario 5. The order form is in the back of your manual) - The big problem in this scenario is the Battle Droid, it's very, very tough. The only way to dispose of him that is even slightly safe is to drop one of those spanking new AP-75 grenades right on top of him.
To make things more difficult is that all the normal droids only earn brownie points on destruction. You have to destroy the battle droids a number of times.
Also, why not try out a few of your new weapons? The MS-Auto Cannon is very powerful, but you should be careful in thin corridors as you could blow away half of your team (I don't usually bring along this gun on this mission)! The other new gun is the Mk 1. This is one accurate gun, and it's pretty powerful, it makes the marsec auto useless. But you must not forget your mission. You must protect those cores, meaning you'll have to bring loads of AP-75s.

5. Paradise Valley (Expansion Kit) - This is a tough scenario, although I do find it a tad easier than number four. The first part is easy. Move your men to the first transporter and put them all down it. Now, if you are on level 1 go straight to the underground lake, you do not need to be on opportunity fire until then, but if you are on a high level you need to be careful from the start. If you encounter the water dweller in the first lake, kill him! He may look harmless enough but, although he can't fire, if you let him get close he will kill your men in close combat. Then you must get out of the water as he, like all the other water dwellers and splurges, will reappear after 3 turns.
Shoot all the sectoids before going up onto the river. Keep all your men in a circle around the man carrying the security device, while moving slowly. If you keep your stamina up you will make it.
Choosing your guns in this scenario is very important to your survival. Give everyone an MS auto cannon for the surface of the planet, but give them pistols for the easier underground section. Keep Hansen at the front so he can use his Mk 1. When you are on the surface use your MS cannons to blow away chunks of bushes and splurges even if you can't see them.
This is the first and only section in which you don't have to take grenades in order to survive.

6. The Stardrive - (This and scenario 7 are on Expansion Kit 2) This scenario, to the experienced player, is not too hard. It is only the second in which you can use a rocket launcher, but don't give this to a corporal. Give it to someone who has little or no armour so they don't have too much weight to lug around.
Give your corporals the brand new lethal Mk 2s, these are very accurate and powerful. Give your men either HP-50 lasers or karsec autos, these are both good guns and the karsec is very cheap. The pumps are getting, by this time, very outdated so don't bring them. Also grenades are not that vital so don't bring many.
When going through the sewers keep moving but go slowly, while picking off droids from long range if possible. The rocket launcher is good at this as it does not actually need to hit the droid to kill it, and it will kill it with only
one shot. Try to avoid shootouts with the droids as they normally come off better. And watch out as they do

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reappear after a few turns.
Once inside the complex, hunt down all the men and search them for the stardrive. One thing, the laser cutter is needed to get into the complex, and don't attempt to give anything else to the man carrying this as the cutter is so heavy. Also, don't try to shoot anyone with it as it only fires at a very short range.

7. Laser Platoon (Expansion Kit 2) - This is, as the manual suggests, the ultimate scenario. It is also one of the hardest.
The main thing that you need to do if your team are getting blown away is run off into hiding! If you can survive long enough you will receive reinforcements. Another important tip is if you have got the opposition scared don't be frightened to go into attack.
Try and put a few guards near to where the enemy reinforcements come from, this way you can pick off the storm commandos before they even get into combat. I always fight in the central room (the one with the pillars) because the pillars get in the way and you can pick the enemy off before they even see you, but they can do the same to you.
You must make your reinforcements take the weapons off of their dead buddies as you cannot expect them to survive with just their rifles.
As before, Mk 2s and karsecs are important and most of your team should have these. H-30 lasers are good. Give 2 of your men MS auto cannons, and they should get behind the armoury droid and pump about 4 rounds into it. Don't try to shoot it from the front. Grenades are quite useful.
One other point, when deploying reinforcements, just make them sprint towards your men. As long as your main squad are keeping the enemy's hands full, they shouldn't experience any problems. This does tire them out though, so when they get properly armed up you should put them on a bit of guard duty to get them relaxed.
General Tips - Arm all corporals with 4 rated armour and a good, but light, gun, don't load them down too much. Give the troopers no armour but heavier guns.
Probably the most important and vital tip, and I can't stress this enough, is that whenever possible you should leave your men on opportunity fire. If you don't your team will just get blown away. Also when you go through tunnels always cover your back, you'll get some nasty surprises if you don't!
I normally spend more money on guns than armour, and just remember to keep your cool and move slowly.
As a new part of Scum, we'll be printing loads of pokes in alphabetical order, and to start us off here's loads that have been supplied by a Dan Lane, or should that be

THE YC A TO Z OF POKES

Sergeant Dan Lane. Enjoy your copy of E-Motion Dan...

All of the following will need a reset switch.

UL = Unlimited Lives

A

Action Biker, UL
POKE 19287, 47
SYS 13312

Ancipital, UL
POKE 18679, 173
SYS 16384

Attack Of The Mutant Camels, 255 Lives POKE 11639, 255
SYS 4096

B

Back To Reality, UL
POKE 20109, 173
SYS 16384

Ball Blasta, Unlimited Bats
POKE 6108, 173
SYS 2560

Big Mac, UL
POKE 4170, 250
SYS 19072

Black Hawk, 255 Lives
POKE 8290, 255
SYS 8192

BMX Sim, UL
POKE 13937, 0
SYS 4096

Bomb Jack, UL
POKE 5112, 0
SYS 3101

Bomb Jack II, UL
POKE 7053, 200
SYS 39712

Brave Star, Unlimited Time
POKE 14500, 173
SYS 7236

Buck Rogers, UL
POKE 33182, 250
SYS 32782

C

Challenge Of The Gobots, UL
POKE 28798, 80
SYS 16384

Chubby Gristle, Unlimited Men
POKE 3613, 73
SYS 2994

Chuckie Egg, 255 Lives
POKE 16851, 255
SYS 14848

Chuckie Egg 2, UL
POKE 24577, 1
SYS 18698

Commando, UL
POKE 16432, 96
SYS 2128
Faster Game
POKE 14631, 0
SYS 2128

D

Draconus, Unlimited Fire
POKE 5426, 173
SYS 2058

Drop Zone, 255 Bombs
POKE 2316, 255
SYS 1006

Druid, 255 Lives
POKE 39271, 255
SYS 5120

E

Elidon, UL
POKE 2811, 173
SYS 2304

Exolon, UL
POKE 7427, 173
SYS 2061
Unlimited Grenades
POKE 5650, 173
SYS 2061
Unlimited Ammo
POKE 7651, 173
SYS 2061

F

Falcon Patrol, UL
POKE 16705, 250
SYS 16640

Feud, All Ingredients
POKE 16404, 15
SYS 16384

Fighting Warrior, UL
POKE 57687, 165
SYS 49278

Frost Byte, UL
POKE 4388, 165
SYS 2825

G

Ghostbusters, UL
POKE 38454, 96
SYS 24576

Gilligan's Gold, UL
POKE 17993, 0
SYS 25532

H
Haunted House, UL
POKE 7609, 234
SYS 9500

Hawkeye, UL
POKE 7468, 173
SYS 23558
Unlimited Weapons
POKE 6105, 189
SYS 23558

He Man (US Gold), UL
POKE 6513, 173
SYS 18550

Hyper Circuit, UL
POKE 31352, 250
SYS 26624

I
Imhotep, UL
POKE 38054, 201
SYS 36443

J
Jeep Command, UL
POKE 32627, 241
SYS 16384

K
Karnov, UL
POKE 32991, 165
SYS 32768

Kong, 255 Lives
POKE 12176, 255
SYS 12128

Kung Fu Master, UL
POKE 34142, 128
SYS 32768

L
Light Force, UL
POKE 11547, 5
SYS 6713

Living Daylights, UL
POKE 4390, 238
SYS 4352

Lazy Jones, UL
POKE 4063, 173
SYS 2061

M
Mega Apocalypse, Indestructable
POKE 32417, 173
SYS 22562

Motor Mania, 255 Lives
POKE 8646, 255
SYS 8000

Mutant Monty, UL
POKE 21647, 173
SYS 22039

Mutants, UL
POKE 9273, 230
SYS 4096

N
Nemesis, 255 Lives
POKE 5868, 255
SYS 5768

Ninja Hamster, Unlimited Energy
POKE 18480, 173
SYS 16435

Ninja Scooter Sim, Stops Clock
POKE 31250, 173
SYS 29696

O
Oink, More Rubbish Men
POKE 39922, 165
SYS 16384

Olli And Lissa, Unlimited Power
POKE 8844, 165
SYS 7427

P
Pac Man, UL
POKE 5737, 254
SYS 2064

Pandora, Stop Timer
POKE 7185, 0
SYS 3887

Parallax, UL
POKE 5796, 96
SYS 319

P.O.D., UL
POKE 26364, 173
SYS 26112

Poster Paster, 255 Lives
POKE 17826, 255
SYS 37874

Q
Quintic Warrior, UL
POKE 8547, 173
SYS 8233

R
Red Max, UL
POKE 8547, 173
SYS 8233

Robin Of The Wood, 255 Lives
POKE 36391, 255
SYS 16384

Rygar, UL
POKE 9551, 165
SYS 2325

S
Saboteur, 255 Lives
POKE 56325, 255
SYS 30735

Sabre Wulf, UL
POKE 45219, 173
SYS 2061

Scooby Doo, UL
POKE 7450, 96
SYS 2560

Sentinel, No Energy Drain
POKE 6664,96
SYS 16128

Sky Jet, UL
POKE 27792, 250
SYS 29350

Sorcery, More Time
POKE 56325, 255
SYS 31744

Space Harrier, UL
POKE 6010, 173
SYS 2128

Spy Hunter, 255 Lives
POKE 35914, 255
SYS 32782

Stealth, UL
POKE 30590, 173
SYS 53055

Stunt Bike Sim, Unlimited Attempts
POKE 5526, 173
SYS 3584

T
Terminator, UL
POKE 8323, 255
SYS 6704

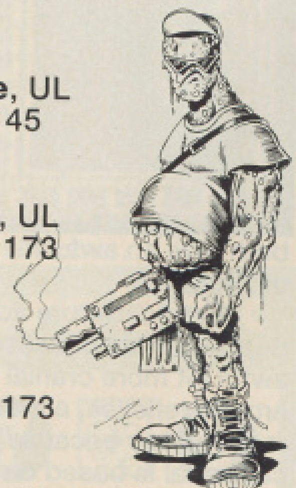
Train Robbers, Horse Power
POKE 15758, 173
SYS 6871

Trap Door, UL
POKE 14914, 96
SYS 14336

U
Underwurlde, UL
POKE 34404, 45
SYS 36209

Up 'N' Down, UL
POKE 36103, 173
SYS 32768

X
Xenon, UL
POKE 26356, 173
SYS 20048



And so that's that for another month. **Next Scum Of The Earth we'll see the return of Winger's Corner and Mega Fiends From Hell, but until then send your tips to: Oozin' Eugene's Scum Of The Earth, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF. Remember to enclose a photo of yourself, or they might not get printed...**

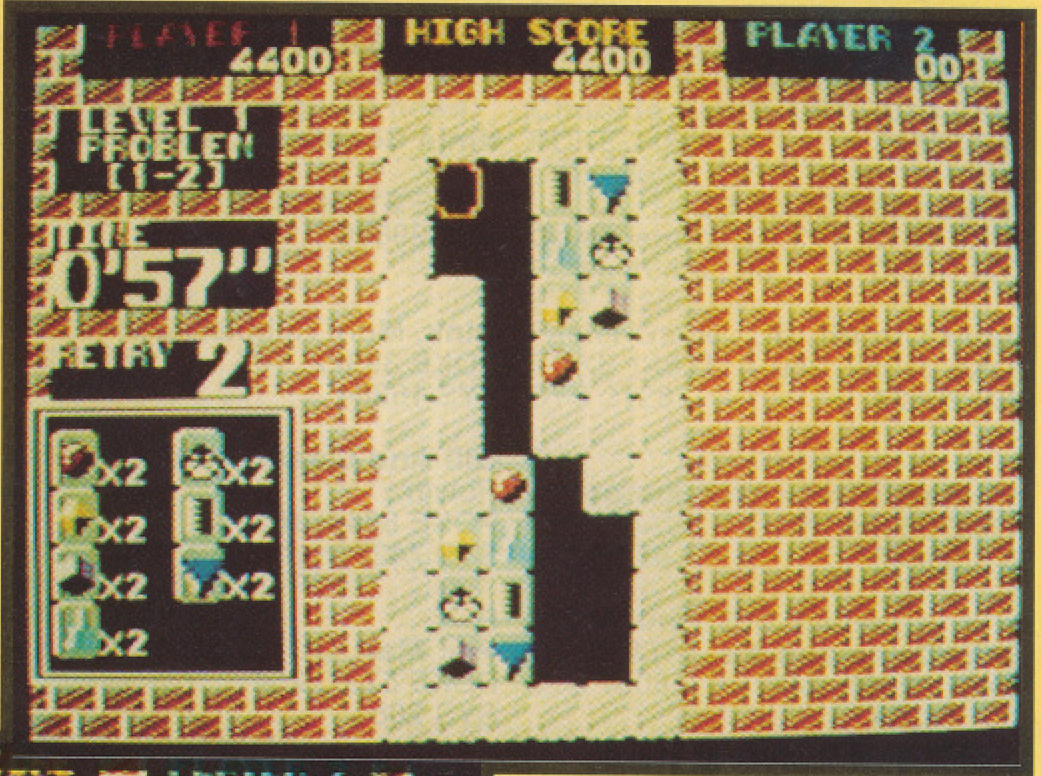
REVIEW

PUZZ

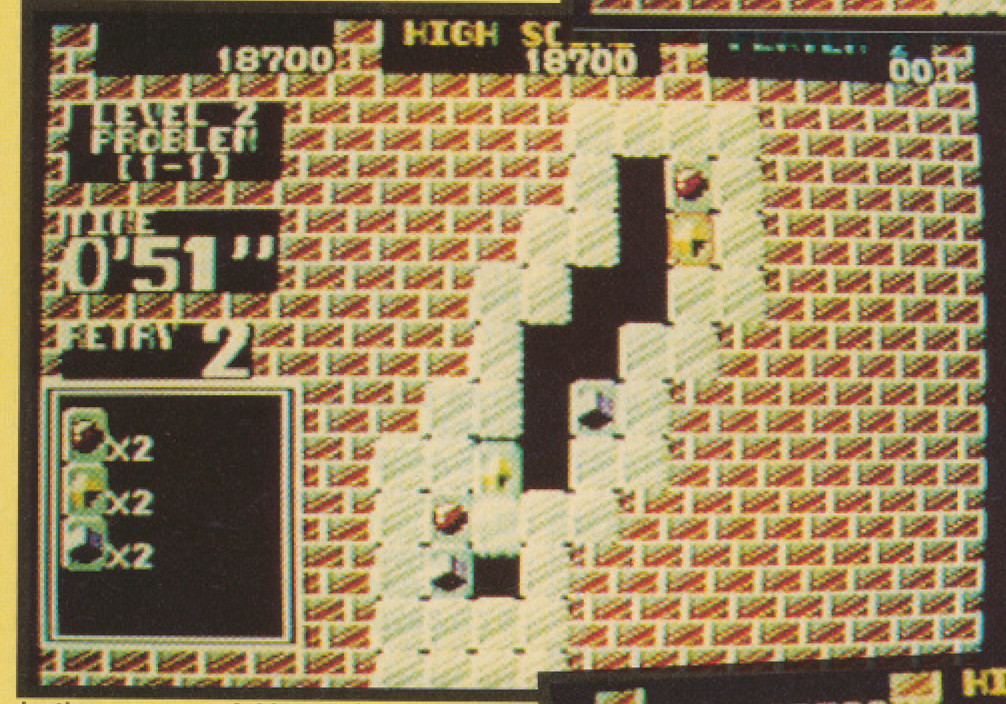


OCEAN - £9.99 Tape, £14.99 Disk

Rik looks rather puzzled when he notices that this is yet another block shifting puzzle game.



Do you know what I call puzzle games, Think-Em-Ups, well they've got to have a label as there's so many of the blighters. And Ocean has got two on the way itself, with Puzznic being the slightly more adult of them (Plotting is the other, in case you hadn't sussed). Another similarity is that both games are based on arcade machines and they both owe an awful lot to the success of Tetris.

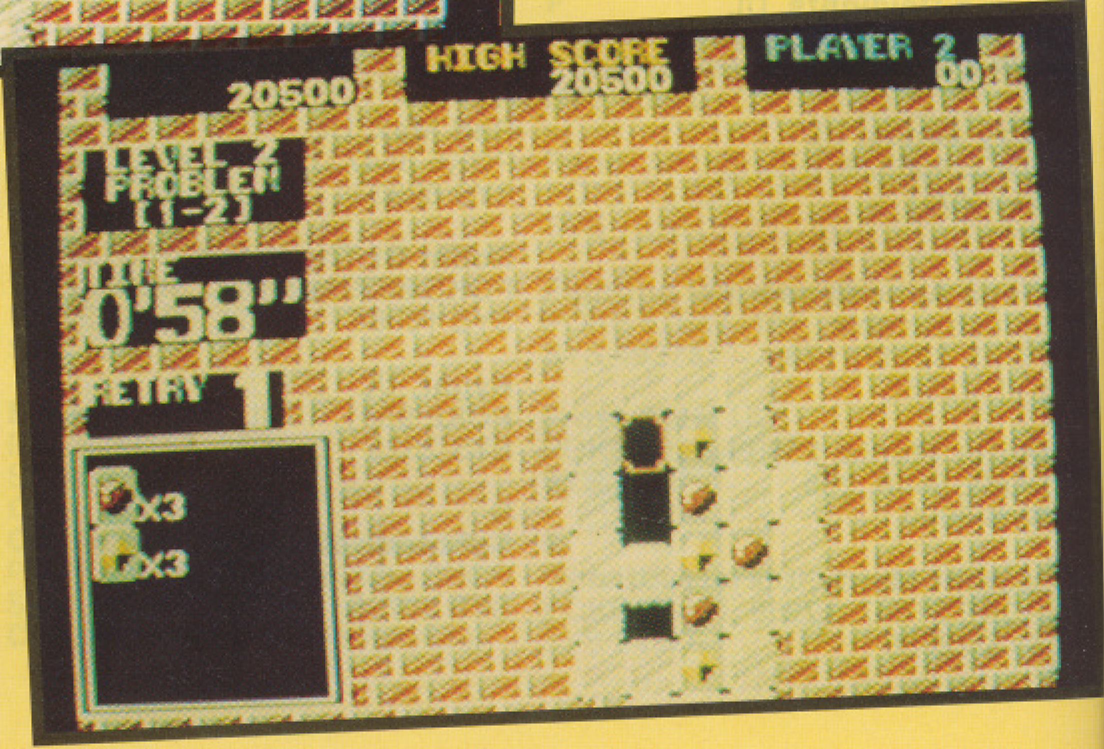


Puzznic is more adult than most puzzle games because it requires an awful lot more cranial activity than arcade reflexes, although those are required too because the whole caboodal is based on the clock (which ticks away too damn fast if you ask me). The idea is to match up blocks of the same kind, they've all got different sorts of symbols inside them to allow you to distinguish (even on a black and white TV), by moving your controller over a block and moving it from left to right. You cannot move a block up, and if there is nothing underneath it it will fall due to the force of gravity.

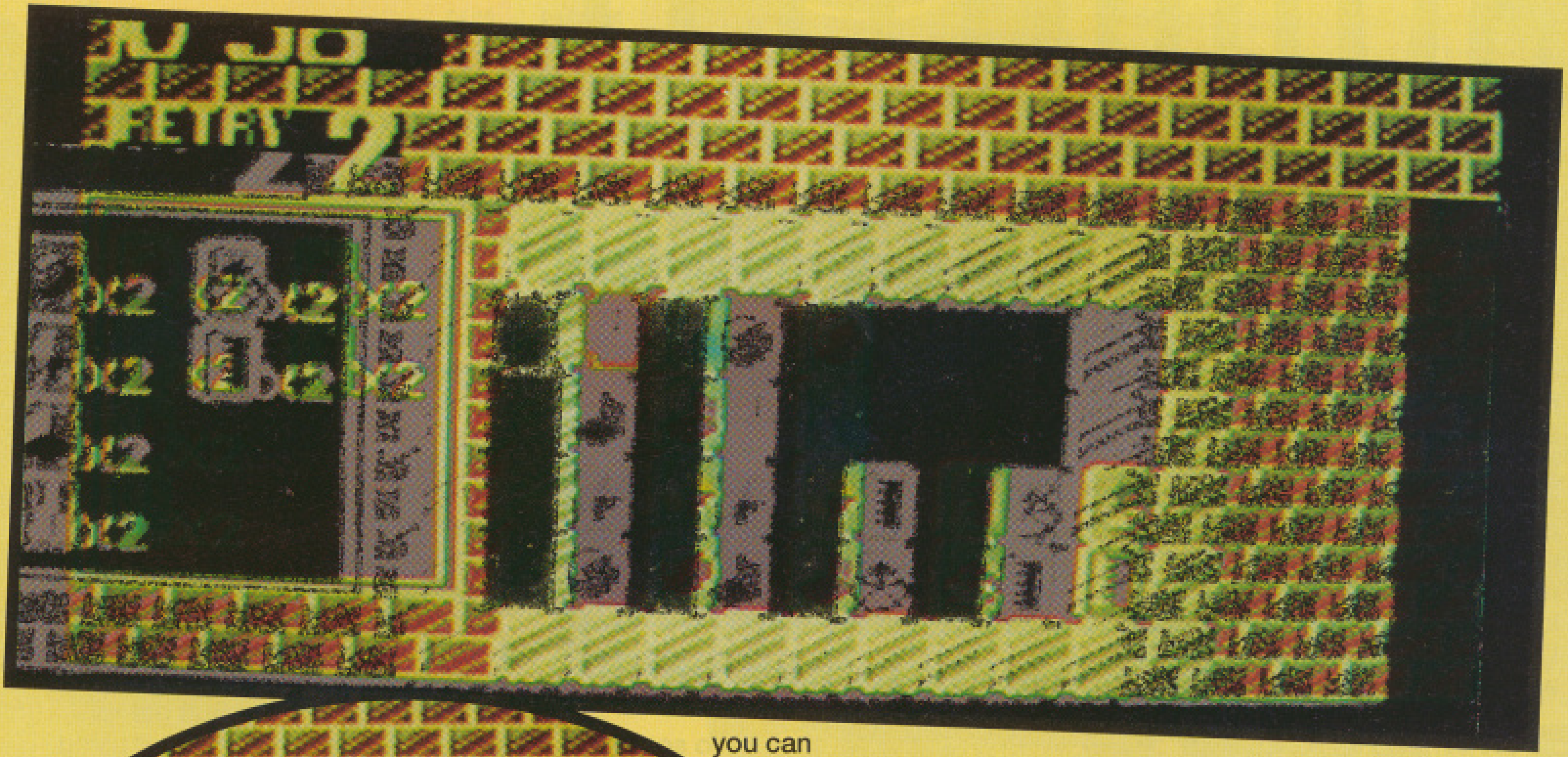
● Ian Dury never had problems like these!

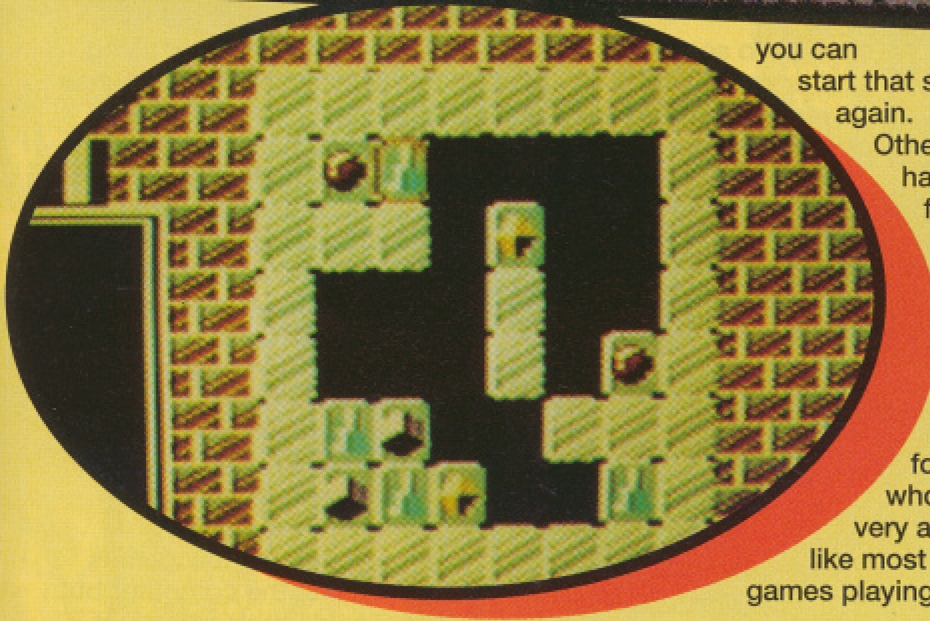
Each level is vastly different from each other, with the playing area a varying shape. There are also all sorts of obstacles and moving blocks to be encountered too. But the idea, no matter how complicated the extras sound, is still very simple.

To match a block up you must move a similar block beside or on top of it and they will disappear, either hampering if you've done the screen in the wrong order, or helping to release another match up. Sometimes a row of three or



ZNIC





● Some people are meant to become doctors, lawyers and other such high pressure occupations, others just play fiendish puzzle games in the small hours of the morning, we call them 'vegetables'!

our will need to be done to complete a screen, and possibly even more on the later levels.If you find yourself having done the screen in the wrong way, and therefore not being able to complete it, you get two retries, so you can start that screen again. Otherwise you have to wait for the time to run down and it is game over.

Fortunately for those who become very addicted, like most of the games playing population, there are also extra credits allowing for a same screen restart anyway, but when they run out it is beginningsville for you.

There are absolutely tons of levels, the first few being very easy indeed, all split into real levels and sub-levels. There are 8 real levels with more sub-levels being available per real level (ie. level 1 has 4 sub-levels, level 8 has 64) so there'll be plenty of brain sapping fun to be had for those with a rather masochistic taint.

But Puzznic, on the later levels, is so fiendishly difficult that your head can really start to ache, and the worst thing about this is that it has that "Oh damn. Just one more go, I'll get it right this time" kind of addictiveness. It's advisable that you don't play this too close to your bedtime, so you won't be up half the night trying to right the silly mistakes that you make (and if you,re like me, you make even more mistakes when you,re slightly dozey).

Graphically is not as impressive as its stablemate, but is twice as cunning. If your into the more arcade kind of game, I'd probably steer well clear, it'd only infuriate you. But if you liked Tetris, Klax, or any of the current trend of puzzle games, you won't get anything more demading than Puzznic.

YC FUN ONE

Fax

Pole Position
Puzznic sounds like a Polish name, but would also be well at home in a Jim Davidson sketch. The term block head usually applies to people that spend all night playing fiendish puzzle games.

skorebox

	7		9
	7		10

overall **85**

SUBBUTEO

Did you know that Subbuteo has been around for 47 years? Neither did I, so the question is; why am I reviewing an old game? Well, the answer is.... I'm not sure. But I am sure that Subbuteo is now more popular than ever before and that I'm still not sure why Electronic Zoo has released a computer simulation of a table-top simulation of a real game. There must be money in it. Oh that's it, I know why I'm reviewing this product, I'm being paid to - that's it (that's what you think -ED).



ELECTRONIC ZOO - £9.99 Tape, £14.99 Disk

Andy Banner soaks his finger in vineger and leaves it in the oven to harden,now he's unbeatable at the game that could have been titled Flick Off...





Of course, one reason why these kind of games do so well on computers is because you can play the computer at it's own game and don't need a friend to play against. Although Subbuteo offers human against human contests as well as human against electronic wizardry.

When playing against the Commodore you can choose the computer's level of play from amateur to International with league slap-bang in the middle. I could just about manage to score a few goals in amateur mode. In league, I was a walk over and on International the computer just started laughing.

If you're not sure how you play Subbuteo, here's what you do. All the players are pseudo plastic characters mounted in small plastic domed bases, rather like Weebles. What you do is flick these players with your finger towards the ball and attempt to score a goal or two. Each player takes turns to flick and it's not a free-for-all like the real game with Gazza and the rest of the boys (apparently the England team took a few Subbuteo games to the world cup so that they could play without Bobby Robson's stupid tactics) . There's a knack to playing the tabletop version of the game and the same rule applies to the C64 game. Talking of rules, the computer version adheres to the rules as laid down by the Football International Subbuteo Association (F.I.S.A) and will vary somewhat from those of the Football Association.

You can choose your team's formation from the few that are given by the computer. These are 4-3-3, 4-2-4, 4-4-2 and 2-3-5. The formation you choose at the beginning will remain throughout the game without any opportunity to change it.

Fax

Load of Balls
Subbuteo is a table-top simulation of Football. Football is an international game which involves two teams of 11 players on a field marked with white paint. The players have a ball which they try to kick into each other's goal.

To limit the chances of each player, the game is governed by a time limit, both on the player (to prevent time wasting) and on the game as a whole. Each player gets 30 seconds to make his or her or it's flick and the game can be played over a selectable time of up to 90 minutes (45 minutes each way) but if you prefer you can play for just 10 minutes. If a player does not make a flick in the 30 seconds a penalty indirect free kick is awarded.

Once you have selected the player to be flicked you get a directional pointer which circles that player so that you position your "finger" for the flick. From here on you get to control the strength of the shot using a power bar which rises until you stop it. Then you get to control the spin on the player using another bar which rises. This one has a half way marker. Flick at this and your player should head straight. Below the mid point and he'll veer off to the right and above, to the left. The goal keepers in the game are computer controlled and will try to anticipate shots and try to save them.

Subbuteo certainly is a strange game on both the table-top and keyboard. I quite enjoyed my few games against the computer but would much rather put my skills (minimal as they are) up against another player. Subbuteo - it's flickin' paradise, mate!

skorebox

6 5
6 8

overall 72

A BUNCH OF OLD PROSE

What's large and growing, resides in the wilds of the west country and has the initial's MP? No it's not Michael Parkinson, nor the military police or a Member of Parliament - it is, of course, MicroProse. We sent Andy Banner along to see what dirt he could dig...



And what better way to talk to them than through the loud shirt of Martin Moth, one of MP's games designers. Martin is wearing a colourful number up-top, and is often overcome by the insatiable urge to take his scrambler off road and beat the hell out of a chicken farm. But Martin is a quiet fellow at heart, just don't let him near your drum kit!

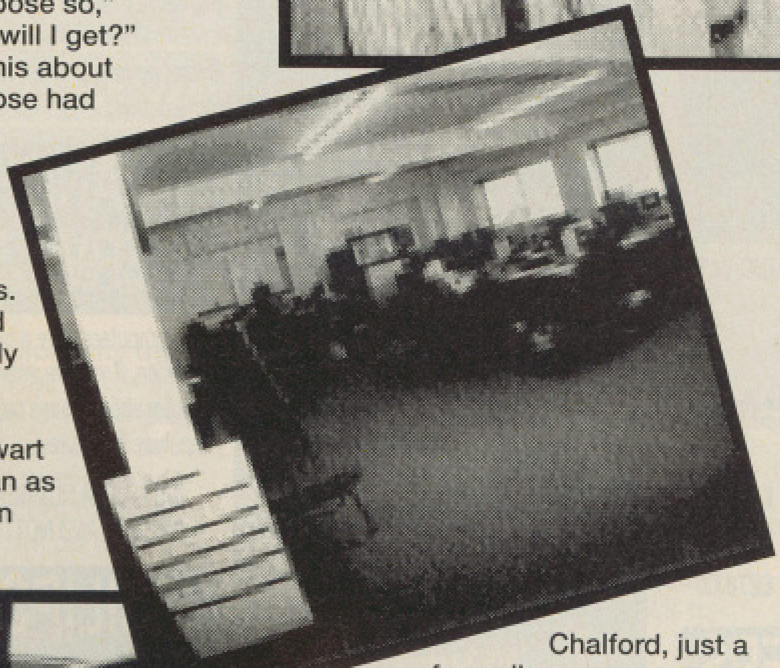
From tiny acorns, mighty oaks grow. Well, Wild Bill Stearly certainly sowed his seeds well over here. MicroProse began in 1982 in the good ole U.S of A. Bill Stearly and Sid Mier were at their local coin-op arcade one day when Sid pointed out a gun-em-down dogfight game. "I could write you something better than that." Bold claims, but in not much time Sid had come up with Hellcat Ace for the Atari 800. Bill liked it and placed a few classified adverts in computer mags. It's sold very well and one day his wife took a call from a "distributor".

"Can you supply 5000?"

"Well, yes I suppose so,"

"What discount will I get?"

Cripes, what's this about discount? Micro Prose had been born. Hellcat Ace found it's way on to the shelves of computer shops in developed countries and Wales. What has happened since then? A bloody lot.



Micro Prose UK was started by Stewart Bell in 1986. It began as a one man operation from his home in Chalford, just a few miles from Micro Prose's new plush offices in the quaint and picturesque town of Tetbury, Gloucestershire From those humble beginnings it grew and flourished and bedded itself into new offices in the centre of Tetbury.

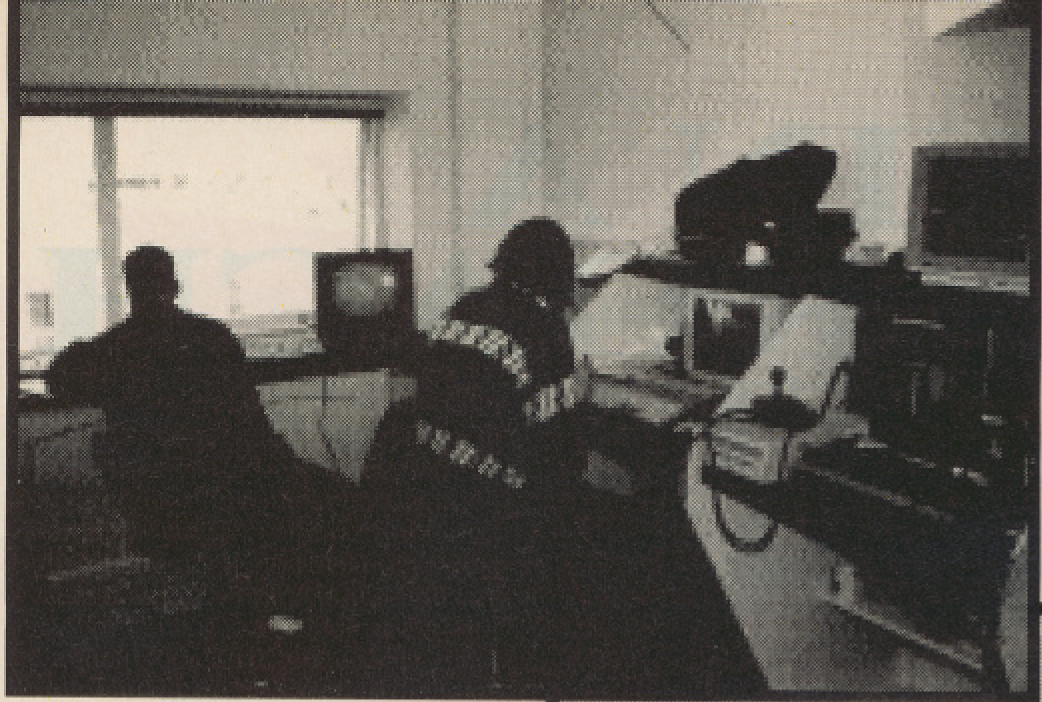


But Micro Prose UK was just a British agent for Yanky (I said Yanky) software. Surely us Brits can write games as well. After-all it was us lot that came up with the utterly brilliant (?) idea of Horace Goes Skiing! But *Micro Prose were going to be no* pushover when it came to accepting games for publication. Micro Style and Micro Status labels were launched in April 1989 to broaden the scope of the company. Games such as RVF Honda and Stunt Car Racer were to become hits.

In an expected move, British Telecom announced it's plans to off load Telecomsoft. The speculation mounted seemed certain that Telecomsoft would go to the plump Robert Maxwell his huge empire (and Mirrorsoft). Some cheque writing and hand shaking later and Rainbird, Firebird and Silverbird were securely in the hands of Micro Prose. This all happened in May 1989.

Take it away, Martin, "We then took over Telecomsoft, and all of a sudden we had five labels, which is a bit much for anybody."

Five? Well, it's not that many actually. Hold on, Micro Prose, Micro



Status, Micro Style, Rainbird, Firebird and Silverbird. That's six isn't it?

Martin, "Because we are not a budget company, we deliberately didn't have any dealings with Silverbird at all, so it effectively stopped trading when we took it over.

"Firebird was always a slightly budget label. We don't believe ourselves as being budget so we will be phasing out Firebird software."





Reiterating he said, "We will not be developing software for Firebird, there are a few games in the pipeline - like Fire & Brimstone." I got the feeling that there would not be a glut of Firebird games in the future as there was when BT owned it.
Are there to be any budget games from Micro Prose? A steadfast "No, none at all" came the immediate reply so don't expect to be able to buy Red Storm Rising for £2.99 in the next year. However, Silverbird software may appear at some time in the future but the releases will be of old budget software and will not be cheaper versions of any Micro Prose game.

Just as MicroProse UK publish software that originated in America, Bill's lot over there will publish games developed over here, but only a choice few. Why? Ain't our stuff good enough then?

Micro Prose has a reputation for producing quality games; games that are playable, enjoyable and addictive. Such is Mid Winter, and Weird Dreams. I can't comment how some software houses work, but I'm almost convinced that many don't test the games before they start charging loadsadosh for a damn awful piece of tat. You won't get that from Micro Prose. It employs a number of full-time games testers who's sole jobs are to sit on their arses and play the games non-stop. Don't get the idea it's easy either. They liaise directly with the software developers telling them how the game plays and report on any bugs they might find. If the game is as exciting as a night out with Janet Street-Porter then the programmer is told so. One poor chap had been playing Mid Winter for about a month when I spoke to him but he didn't complain. It's lucky for him that he doesn't work at Activision!
MicroProse also has a team of in-house programmers who work in conjunction with the games testers.

So no game leaves the MicroProse offices without having been thoroughly tested. While the games testers sit over a hot computer every day, next door the design department sit at the drawing board, drawing. Micro Prose designs it's own posters, adverts and boxes in-house to improve on efficiency.

The rear of MicroProse's building boasts a huge stonking 20,000 square foot warehouse, piled high with software goodies. This gives the marketing and sales departments the necessary resources to be able to ship orders within the day.

Yes, yes but what can C64 readers expect to see now? Well, MicroProse has already released Weird Dreams, the popular arcade fantasy game and P47 Thunderbolt, the Jailco coin-op conversion this year on the C64. To come for the Christmas market is the utterly, utterly brilliant Rick Dangerous 2 which is likely to held away from the number one spot buy awful film licences and coin-op conversions.

The Trail should also be in the shops by Christmas. This is a tail of a power struggle in medieval times. It was described to me as being everything that Defender of the Crown should have been. There's a lot to this game and although it hasn't got all the pretty pictures of Defender of the Crown, it's got much more in-depth gameplay and strategies. Up to four players can play and optional arcade style battle sequences can be used to spice up the action.

So there you have MicroProse, a company who began with simulations

WIN A COCKROACH WITH STORM!!!

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STUN YOUR PARENTS!
DISGUST YOUR GRANNY!

YC and Storm, publishers of that truly excellent game St Dragon, have teamed up to offer you the chance to adopt a cockroach at London Zoo! You will have a plaque next to the cockroach's tank with your name on it, and we'll even chuck in 2 kids tickets and 2 adults tickets to the zoo to allow you to meet your own little scuttling chum.

1ST PRIZE

A cockroach.
4 tickets to London Zoo.
A copy of St Dragon on cassette or disk.
A copy of SWIV on cassette or disk.

10 2ND PRIZES

A copy of St Dragon on cassette or disk.

WHAT YOU MUST DO...

Name the cockroach! It's as simple as that. The best name grabs the goodies!!!

Send your cockroach names, on the back of a postcard or sealed envelope, by 1st December to: **Fragging Big Cocky Compo, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Remember, don't let the bed bugs bite!!!

All the normal compo rules apply!

...it's dynamite!

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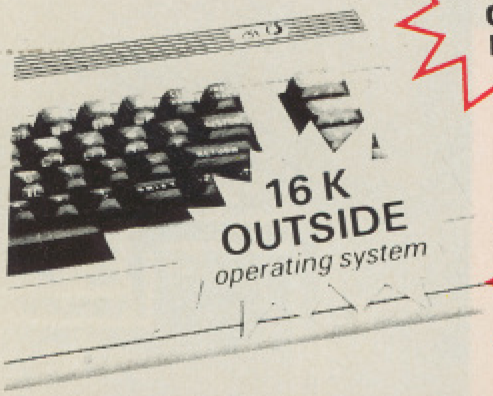
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- * PRINTERTOOL
- * POWER RESET
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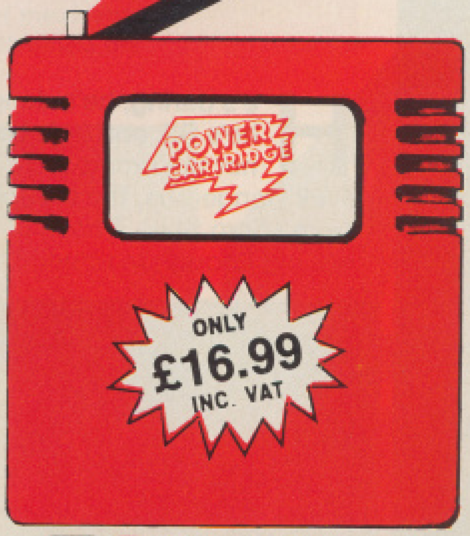
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AUTO	HARDCAT	RENUMBER
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COLOR	HEX$	SAFE
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DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*

PSET : *Set up of printer type.*

HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

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DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*

DISK : *With DISK you can send commands directly to your disk.*

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Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

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MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

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C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

PRINTERTOOL

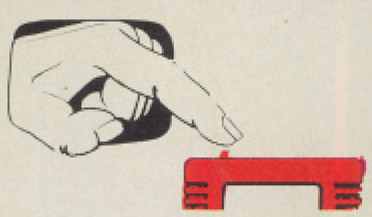
The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

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POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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RICK DANGEROUS



MICRO STYLE - £9.99 Tape, £14.99 Disk

Right! Get down to Hyde Park, there's flying saucers doncha know. Andy does!!!

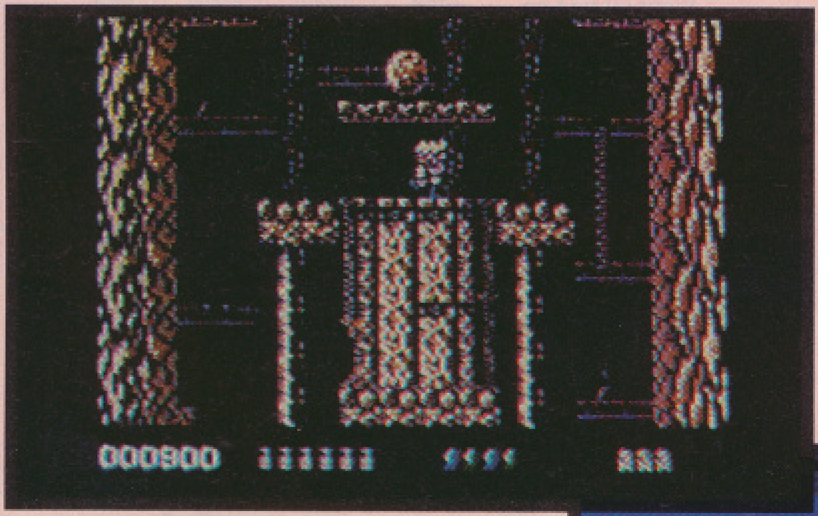
He's daring, he's dangerous, he's Rik and he's back. No, not the omnipotent ed, but Rick Dangerous, the intrepid explorer from Micro Style. Those of you who are old enough to remember this hero will appreciate the lengths that Micro Style have gone to to release Rick's second adventure. By the way, you only have to be about 18 months old to remember the original game.

Rick Dangerous II is the kind of platform game that I really like. Good graphics, great sound effects and a real element of humour. Matched with puzzles galore and a great deal of skill, Rick Dangerous II beats the life out of other platformers.

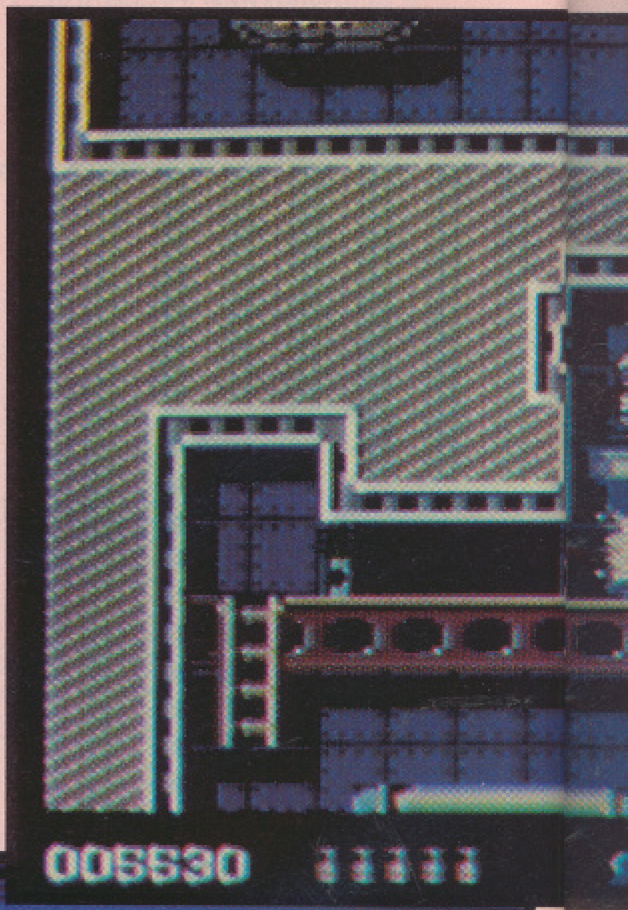
Rick II is bigger and better than ever before. Rick's dress has been brought up to date - well, he now looks like something out of a sixties rock group and bears more than a passing resembelance to Flash Gordon, it's the blonde quiff that does it! The ardened explorer hasn't aged much though and he's still a ugly as ever.

The storyline is that Rick has returned from saving London from a fate worse than the Tory party only to find that Hyde Park has been invaded by flying saucers. Determined to get to the bottom of this alien visitation he trecks to the Royal park and infiltrates one of the ships. The defences on the underside of the saucer are a bit mean,Ispecially for the first screen. A bit of experimenting here soon sees you to the boarding ladder where a robot in on patrol and determined to see off any unwelcome strays. Bang! and he squeals with pain and leaps off the screen. Once in the ship, the puzzles begin, easy at first but getting progressively more difficult as you get into deeper in hot water. At the end of the level, Rick hotwires the craftiand blasts off for the planet Barf in search of the Fat Guy.

The cost of petrol was at an all time high when The Fat Guy filled up this spaceship and he only had a

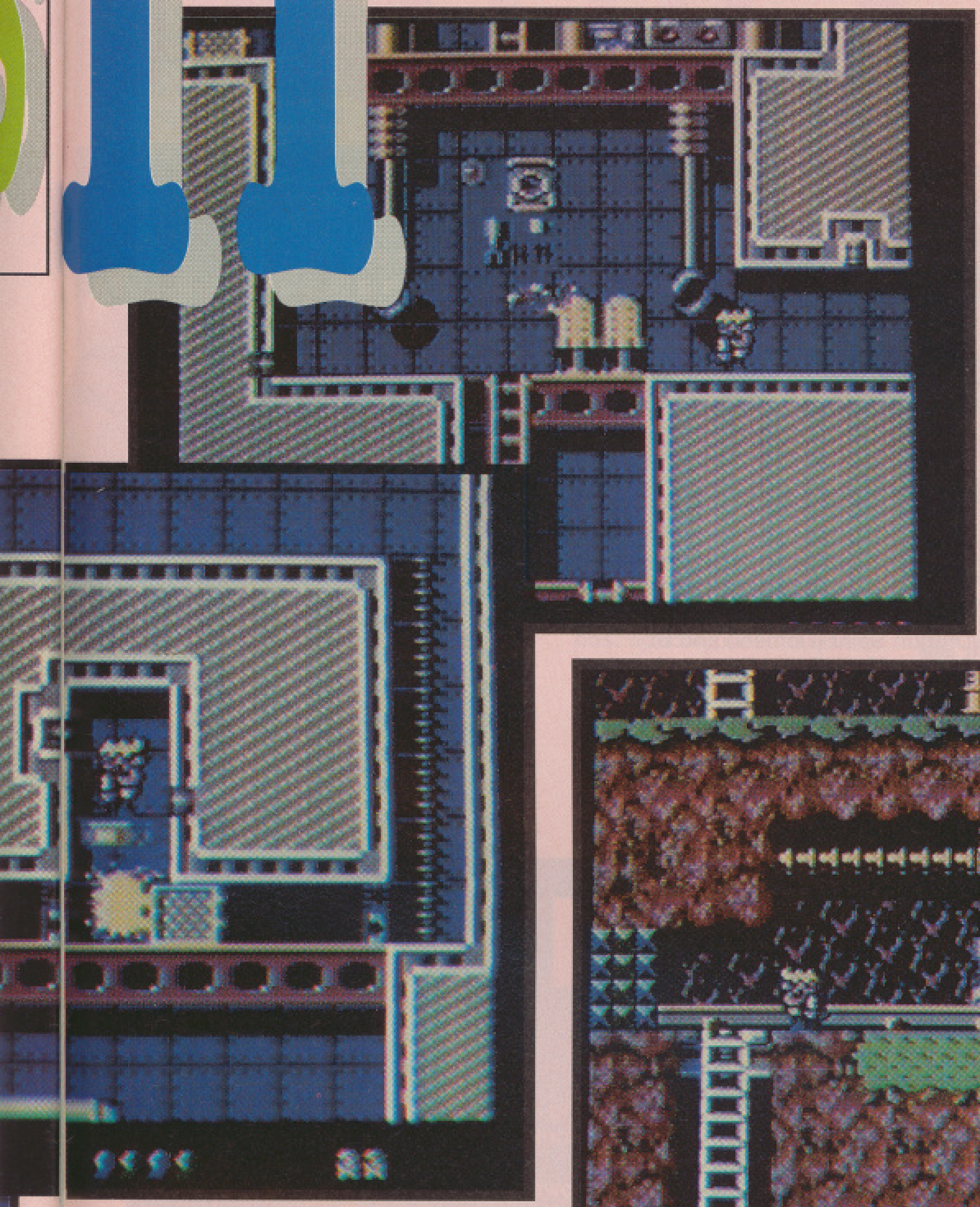


● Bouncing boulders!!! Our hero Rick is about to be squashed to the thickness of a pancake.





II



Maybe I shouldn't have had those beans last night, these bottom burps are getting dangerous!!!

the most humourous of all the levels. Mud Monsters roam the caverns moving from place to place nearly invisibly through the mud and then slomp! The Ice level contains the strange frozen clockwork kamikazi

Fax

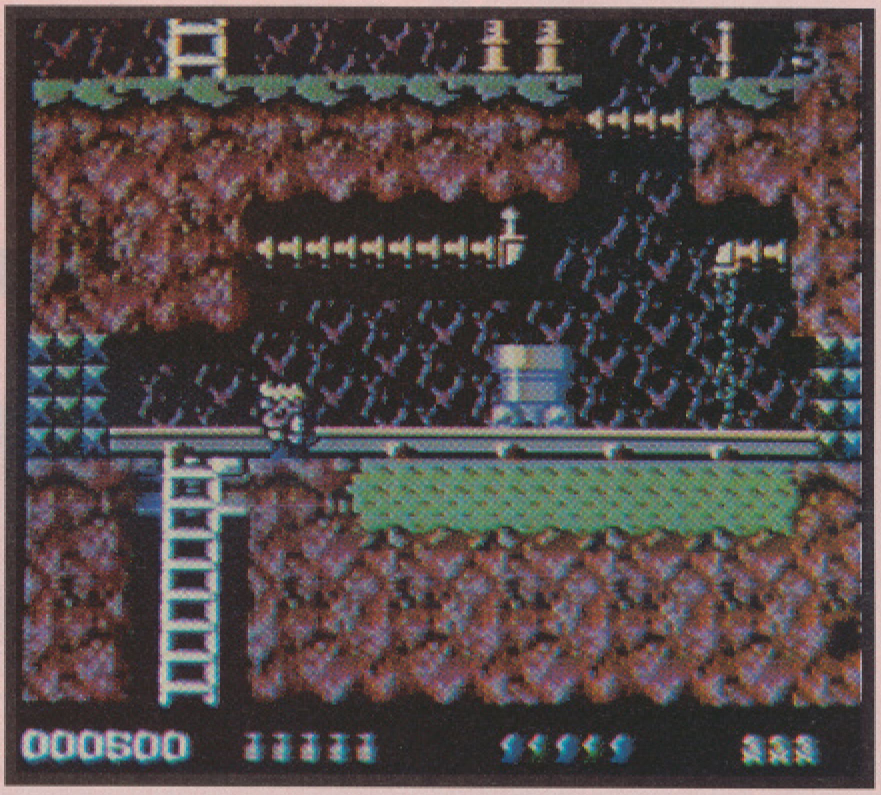
Rick in My Neck

Rick is also the name of our illustrious editor. His surname isn't Dangerous though, unless you say it backwards when it becomes Nosredneh. Why's it dangerous? Well, it won't do your vocal chords any favours and he might hit you ifhe hears. Rick with a P at the front of it makes a rude word.

first four levels all the way though. However you can play any of the other four levels in any order as you can choose which one to play at the beginning.

Rick Dangerous is just great, fabby, stonkingly good in fact. You'll not find a better platform game this Christmas and unless there's a Rick III, I doubt whether you'll see a better game next year either.

Coo, that mean rotter darn well strained my quiff.



It didn't take long to fill that hole. It's me waterworks see!

YC FUN ONE

fiver in his jeans so Rick finds that the ship runs out of fuel and crash lands on the ice planet of Freezia. At the end of the Freezia level Rick tries to teleport directly to the Fat Guy's hideout but fails, miserably. Rick then finds himself falling through the trees of the world of Vegatabilia. Level four sees Rick embark upon his toughest quest yet as he heads for the Atomic Mud Mines beneath the Fat Guy's HQ.

In between levels, there's a short, funny, cartoon film of the next situation which is a great touch to the game. The mud mines are great,

penguins, whilst still in Hyde Park you encounter weird oil drums that suddenly get up and flatten you.

To make life easier, your bombs have been updated and you can now slide them along the floor before they explode. This means that in difficult situations you can lob the bomb and it will blast the guy on the level below.

The fifth and final level sees Rick inconspicuously enter the Fat Guy's hideout. From the first part of this level, it's tough. But to get to this stage you must have completed the

skorebox

9	9
8	8

overall 91

THANGS TO COME

Coo, you aren't half lucky! Why? 'Cause there's loads of triff brill funky doodey games to come your way, and here's a few of 'em...

DRAGON BREED





Activision

To add to confusion Activision will also be releasing a shoot-em-up with Dragon in the title, others being Dragon Spirit (Domark) and St Dragon (Storm) and this one is more like the latter than anything else. But unlike St Dragon, you aren't the dragon itself, you'rE a little sprog who sits on top, and that's about the be all and end all of it.

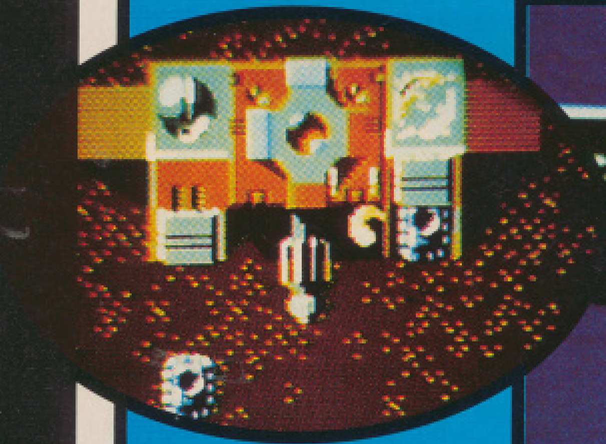
Also the horizontally scrolling

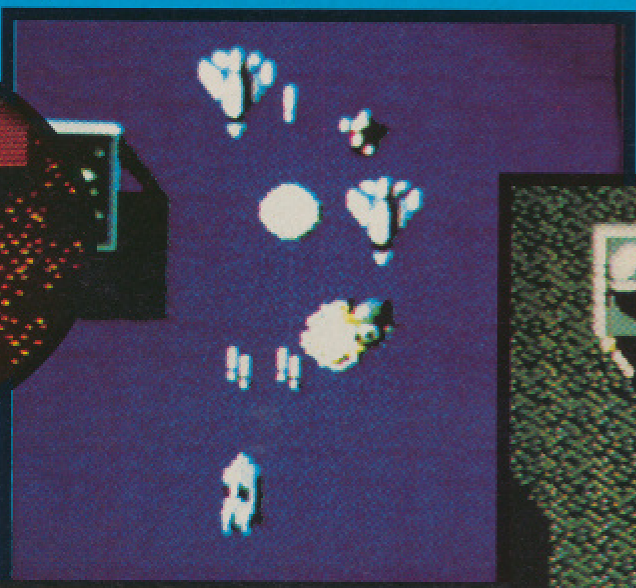
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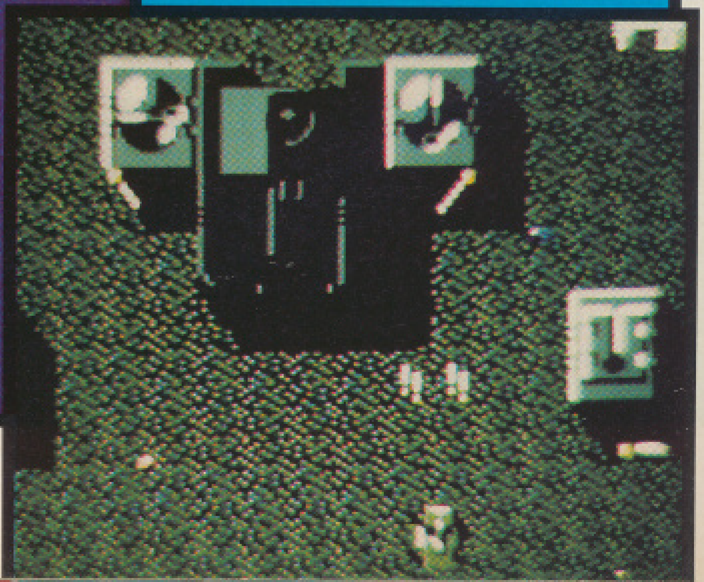
Storm

This is the shooty to beat all shooties (or at least that's what Storm said during a recent visit), and if it looks as good as it did when YC saw it we'll be forced to agree. It looks as if it'll be a real stonker 'cause it is the fastest, most frenetic blast-em-to-frag that we've ever come across.

Taking the idea from Silkworm (but definitely not the name, no siree) it allows two players to take part, one in a helicopter and one in a tank. The helicopter can fly over all the obstacles and the tank, er, can't. There are end-of-level baddies, mid-level baddies, and even start of level baddies, and they all make a satisfying crunchy kind-of noise when they are vanquished. But the sheer awesomeness (check that out for a word) is made by the fact that there are about fifty thousand sprites on screen at the same time. A real chiller to look out for, and it definitely isn't Silkworm IV.

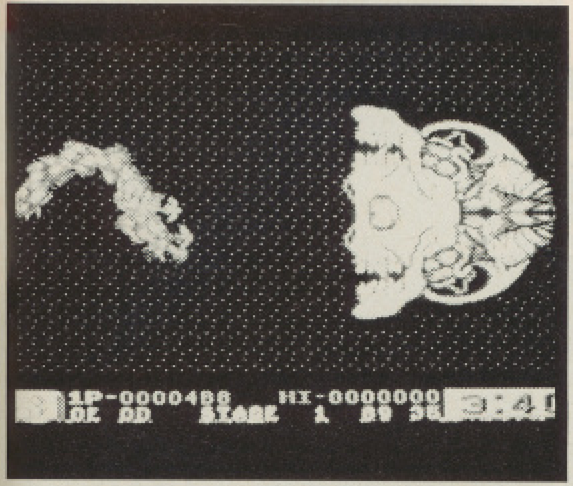


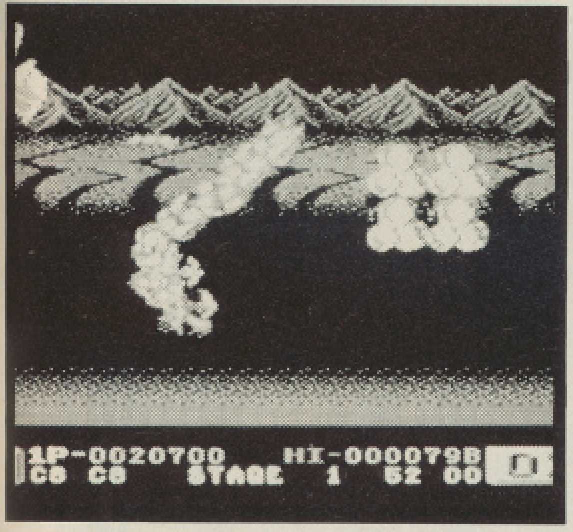




landscape is made up of two screens on top of each other, so it also scrolls vertically, allowing for a greater play area.

Apart from that it's pretty ordinary stuff. The dragon does not die if it is hit, only if you are, and it can use it's green and slimey body as a weapon. Greater fire power is available, and the end-of-level meanies need to be seen to be believed.





BADLANDS

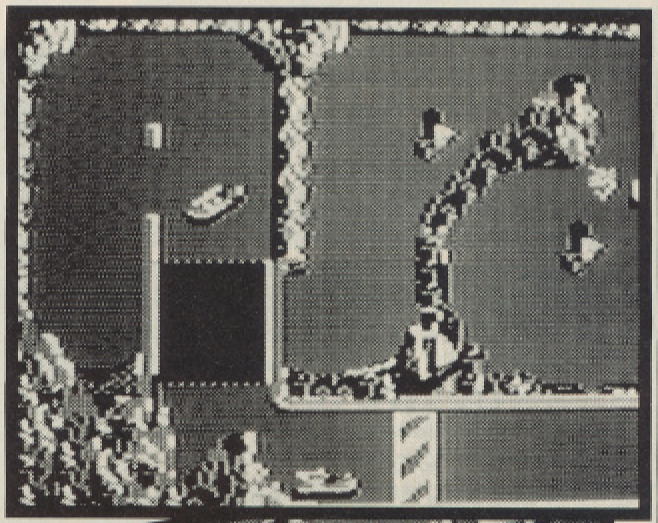
TENGEN

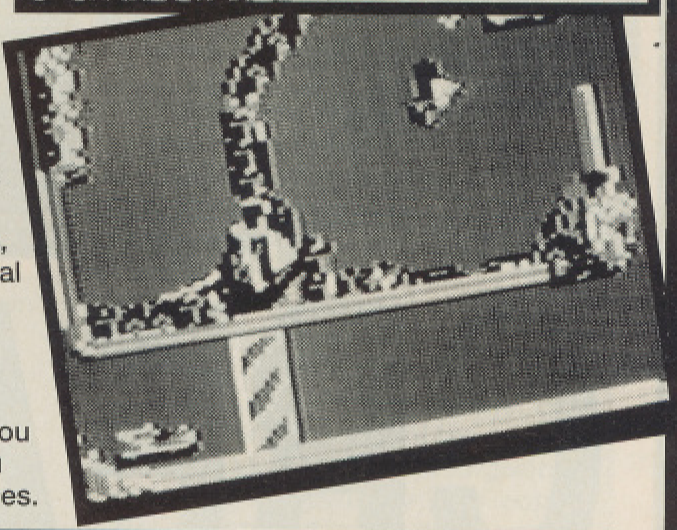
The official sequel to Super Sprint, and another Tengen arcade conversion, Badlands is the one we've been waiting for for absolutely yonks! It is very like the original Super Sprint in the respect that you have a car, you are racing against other cars, the action is displayed from top-down and the whole of the track is seen on one screen. Apart from that there are many new features that make it even more playable than the original.

For a start it's based in the near future and typically after the nukes have made wasteland of the Earth. Tooccupy themselves, the post apocalyptic inhabitants (before you even ask, Posty has told me that this is not the favourite sport in the future, his is flower pressing) have constructed large racing tracks, but these tracks are not the legal safe kind that you find at Silverstone.

To help you in this sport of imminent death, you've got missiles and extra things that you can buy in the shop to help you stay alive, and even win the races.

And that's about it. It's programmed by Teque (famous for loads of product, such as Space Harrier II and Manchester United), and we should see it in November.



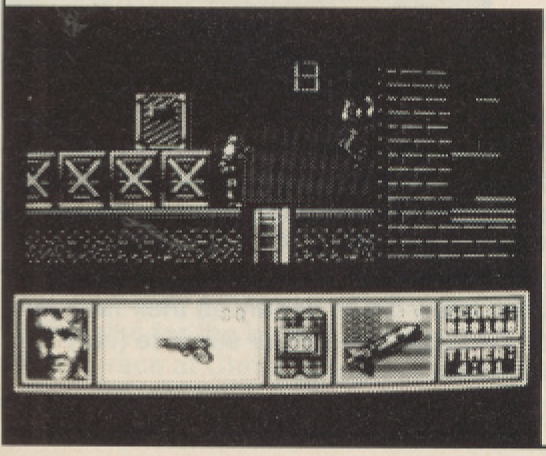


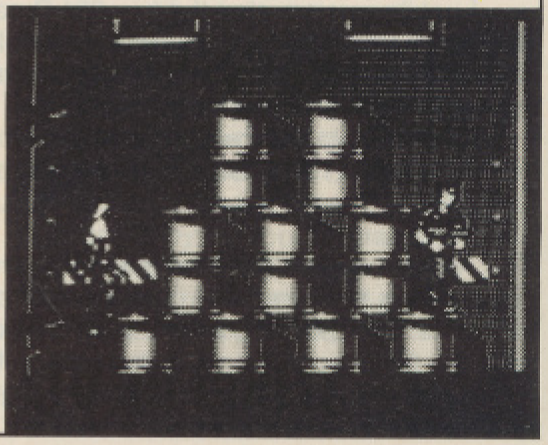
NAVY SEALS

Ocean

YC recently got a look at one of Ocean's Christmas releases and boy, were we impressed. At first glance we were sure that it was the ST version of the game based on the film with Charlie Sheen and Michael Biehn, but nope sitting there behind his trusty See Sixty Four was Johnny Meegan (the programmer of NS and other such games as Rastan and The Untouchables). "Listen to the muzak" he said, so we did and we were awed. "Look at the graphics" he said, so we did and we were stunned. "Jump out the window" he said, and because we were so awed and stunned we found ourselves lying in a Manchester back alley with blood and phlegm caked to our faces.But seriously this is one cooking platform, puzzle, shoot-em-up with extra munchy bits. There are six levels in which you must wander around and charge the stinger missiles that have been left, in order to blow a few undesirables off of this planet. But you can't do this in any old order (you'll get your nuptials blown off if you try), you have to find the pattern in which to complete it.

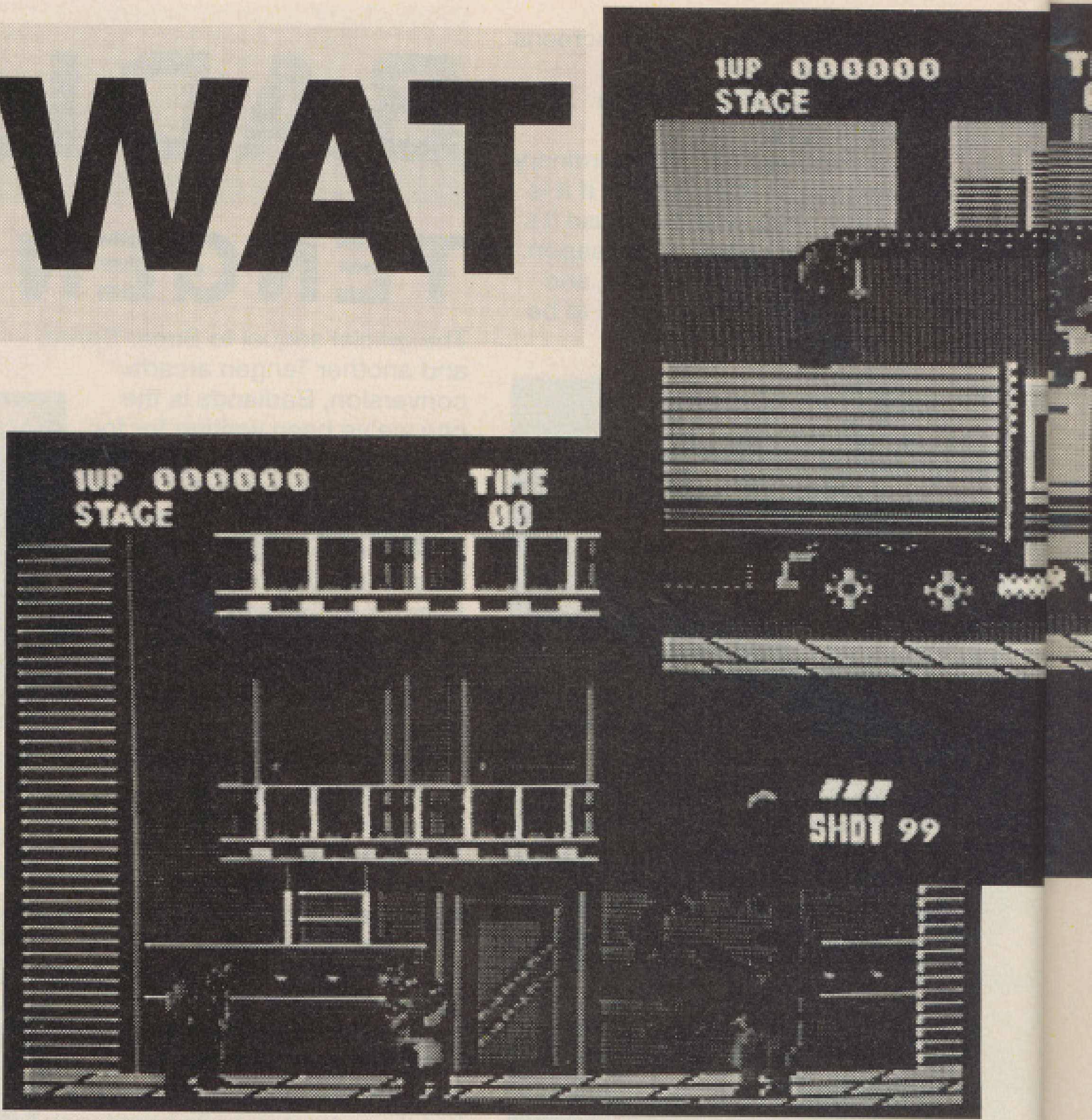
This game is only going to be available on cartridge, and therefore t a price of about £20, but if cartridge games allow them to be as good as this, I'll buy that for 30 dollars (allowing for fluctuating exchange rates).





E-SWAT

US Gold



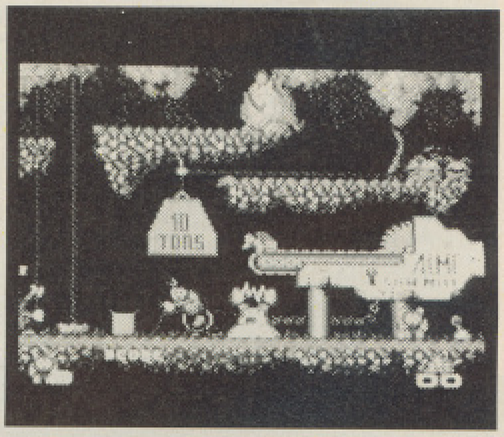
I bloody 'ate acronyms me, they fly around taking away peoples teeth and being mischievous amongst daisies and buttercups, er, what was that? Oh that's what it means, I bloody 'ate them an'all!

Elite Special Weapons And Tactics, that's what E-SWAT stands for, why? Frankly Frank I don't give a poodles whatsit! What we do know is that this is gonna be one of US Gold's Christmas releases, and is most likely to be in the Chrissy top ten.

It's a beat-em-up and shoot-em-up and arcade adventure style of game all rolled into one and you must (along with a friend if you like) progress along the levels (15 in all) dispense the Glasgee kiss to all and Fupar (Fragged Up Beyond All Recognition) the end of level guardian (let's face it he's Spam!).

CREATURES

Thalamus



Okay, let's face it. When whoever created the universe dished out the bodies, he was not all that fair, was he? After all, he wouldn't have made one lot of creatures more cute than another if he was. But that's what he's done to the Creatures in this cutesy game from Thalamus.

As a Creature with scouting tendencies, you take it into your head that you should be the one who searches for the food. So off you trek into the woods to pick berries. On your return, you find that a race of particularly nasty and uncute Demons has kidnapped the entire village! Oh no!

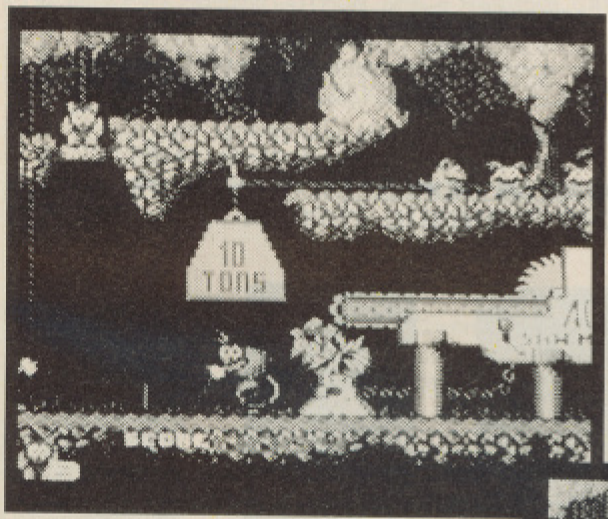
Luckily you are also the bravest Creature in history and, armed with nothing but the barest of magic missiles, you follow the trail that the Demons have rather stupidly left you and decide to rescue the others from their lives of torture.

Creatures is basically another cute platform game. Your hero is a great little fellow who looks like a cross between a Gremlin and a teddy bear. He wanders around the landscape with a determined look on his little chops and lobs magic missiles with carefree abandon. They curve into the ground quite close to the Creature but upgrades can be bought, more on that later.

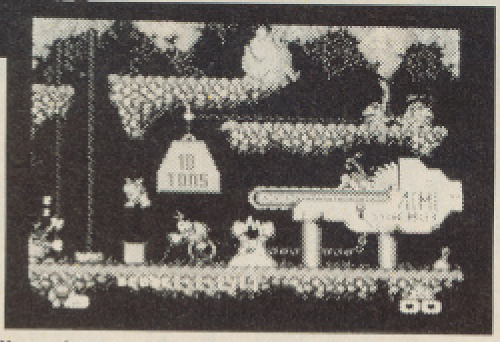
As you explore the landscape you won't be able to help but notice the myriad of Demons. Despite their Hellish upbringing they are fairly cute too, but don't let their looks deceive you - they are every bit as deadly as their fiery (and ugly) cousins. Contact with a Demon means one thing - death - and an exclaimation of disgust or pain or surprise (very much like FRAK!, for anyone who can remember it) from the heroic Creature, before the next life comes in.

At the start of each level you get a quick glimpse of the map for it, giving you a slightly less slim chance of getting





through in one piece. This ain't gonna be easy though, 'cos there are loads of Demons literally crawling over every available surface. There are jellybean like Demons, Demons with seriously bad breath, Demons with (gasp) warts and some that are even un-cute! A few even inhabit Demonic hot air balloons and drop bombs onto you!



Getting through a level is rewarded with a visit to a shop. There a witch will mix up the baby Demons that you have collected from the level (what baby Demons? The little ones that don't move of course!). Providing that you have enough baby Demons she can mix them up into a magic spell to grant you better weapons. These include ones that fly straight, ones that curve upwards, swirling ones and a huge flame thrower that blasts them back to Hell.

Every so often there is a torture screen. This is where your efforts can really be rewarded, because one of your folk is being tortured. To rescue him you need to solve a graphical puzzle. In one, for example, there is a Creature on a platform that is being pumped up by a Demon. If it gets too high then the swinging axe above it will chop your chum. To remove the Demon, you'll need to shoot him with a cannon, but how do you get the cannonball into it?

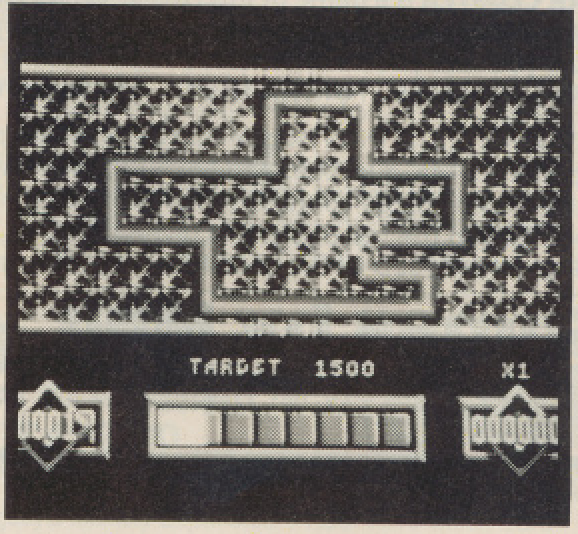
Creatures was programmed by the same team that did Retrograde for Thalamus way back at the begining of the year. They are hopeful that Creatures will be even bigger, because it will appeal to platform freaks and cute lovers as well as shoot-em-up fans.

The whole game features music that runs along behind it, and loads of lovely graphics. Gameplay is very addictive, with just the right level of difficulty to playability. Definately a game worth forking out for, though non-cute lovers will be reaching (literally) for the bucket. Look out for this one - don't let it get forgotten in the big names race at Christmas. Put Creatures way up on Santa's list and you'll be playing it well into 1991.

LOOPZ
Audiogenic

Hello again from Castello Audiogenic. Ash here again and, under extreme pressure from Gary Sheinwold, I've been forced to tell you how good another of the Harrovians' games are. So here goes. Put the kettle down Gary...

Loopz looks set to make history, as the first ever game to be converted to the arcades from home computer instead of the other way around. However, an all-time fave game of mine, Boulderdash, was the first I thought. Still, perhaps I won't say that whilst Gary's looking so mean.



I think the exclusivity of it is that it's being made into a skill with prizes game too. Okay, so that's never been done before. So what of the game?

Well, as you might be forgiven for assuming the game involves loops. Not just any old loops, these are special. How? Well, because you have to make them from what look like bits of old pipe. In fact the whole game's feel reminded me of Pipemania (sorry Gazz, but it did - just a little bit anyway).

According to the game type selected and the skill level, you have a limited amount of time to place each pipe that is randomly given to you by the computer. You can move it around the screen to place it and rotate it. Holding down the fire button and pushing right rotates the shape and pushing left drops it into place.

The catch is that if the time runs out before you place the piece you lose a life. At the highest level you only get 1.5 seconds to think so you can see the problem! Completing a loop with the straight, corner, I-shaped and z-shaped pieces is rewarded by the loop disappearing and a score for the loop being awarded. This varies according to how big the loop is and how crowded the screen is. Big is beautiful in Loopz.

MORE THANGS ON PAGE 66→

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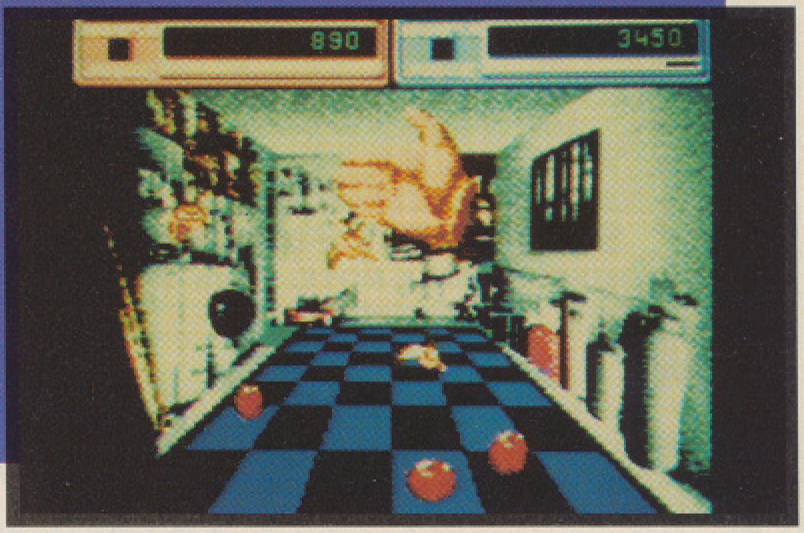
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An annoying little ditty tinkles along in the background - in fact there are three tunes to choose from. There are also two other types of game. The first is not really like Loopz at all, and also is a bonus stage in the game proper. There is a pre-defined pattern that gets randomly destroyed, and you have to rebuild it. Looks a bit boring, that does.

The third is the most interesting because it's the one that the arcade consoles will use. Every time you complete ten loops the game speeds up. Every 25 loops an extra life is awarded.

Loopz looks very nice, plays well and is quite stonkingly addictive. It's bound to wake up puzzle freaks whilst they wait for Boulderdash V and Tetris 3 to appear.



EXTERMINATOR

Audiogenic

Bugs, bugs, bugs. The Audiogenic carpets are full of them...

What was I doing in Harrow on a cold autumn morning, armed with nothing but a joystick and a can of Floret? Well, to be honest I didn't really know what to expect when Peter Calver of Audiogenic called me up to be an Exterminator. Intrigued, I went off in search of some really nasty creepy crawlies. Peter wasn't in however, so I had to make do with Gary Sheinwold instead.

He was in bouyant mood, still recovering from an apendix op and in the process of moving office. Still, he was accommadating enough, despite the coffee which tasted like mud - or worse!

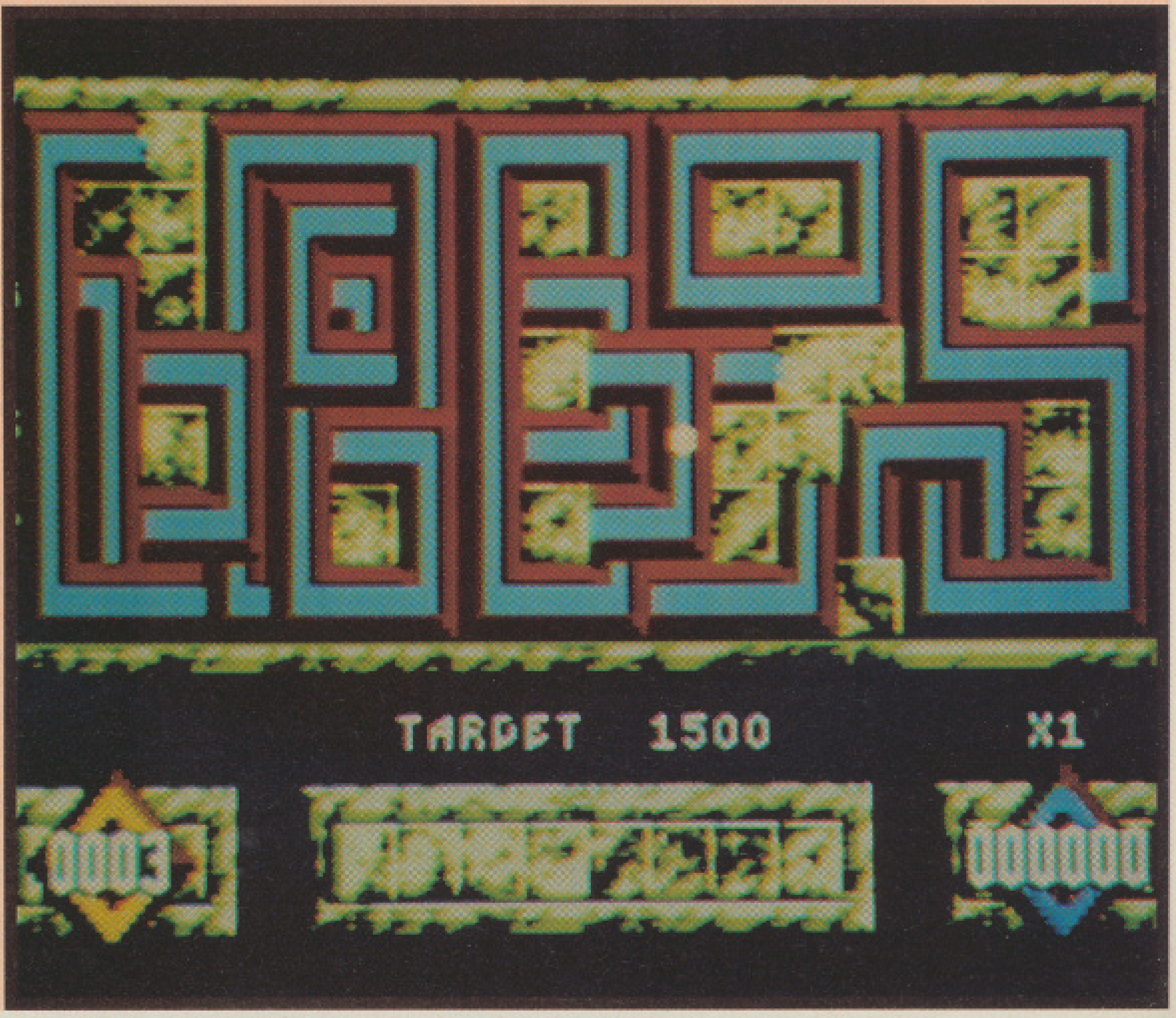
Exterminator is Audiogenic's first ever arcade conversion. The game is basically a fantasy story set in modern times. The insects are fed up with being used as fish bait and, in some of the more extreme and barbaric Northern software houses, food, and are at last fighting back. Along the way they've recruited the help of toy tanks too.

Armed with nothing but your fists and a fly spRAY gun you have to decontaminate all of the houses in a street room by room. On the floor of each room there is a chessboard style pattern. Well, you know what the ideal home exhibition has done for fashion. This pattern is yet stranger because it is constantly moving towards you. When a tile hits the bottom of the screen it wraps back around to the top again, just like the escalators in Marks and Spencers.

As the nasties come in towards you, you can kill them in a variety of ways. Shooting them is nice and satisfying, and crushing them in your hand can be fun (and painful at times), but the main method of killing is the fist slam. This squashes the creatures onto the tiles, and turns the tile to your colour. If you complete a line of tiles then the level is over and you have to go to the next.

It's fun, frantic and quite squirmy. The graphics are great, with suitably crawly creatures running around everywhere. Sound is sampled directly from the 16-bit version which, according to Gary, is "Very rare indeed". So expect the squishes, screams of pain (as you get stung and your energy is depleted) and buzzing sound effects to be state-of-the-art.

If Audiogenic's first attempt at an arcade licence is anything to go by then they'll be doing a few more in their time. I wish the same could be said of most companies who do arcade conversions. Right on, Exterminator II!

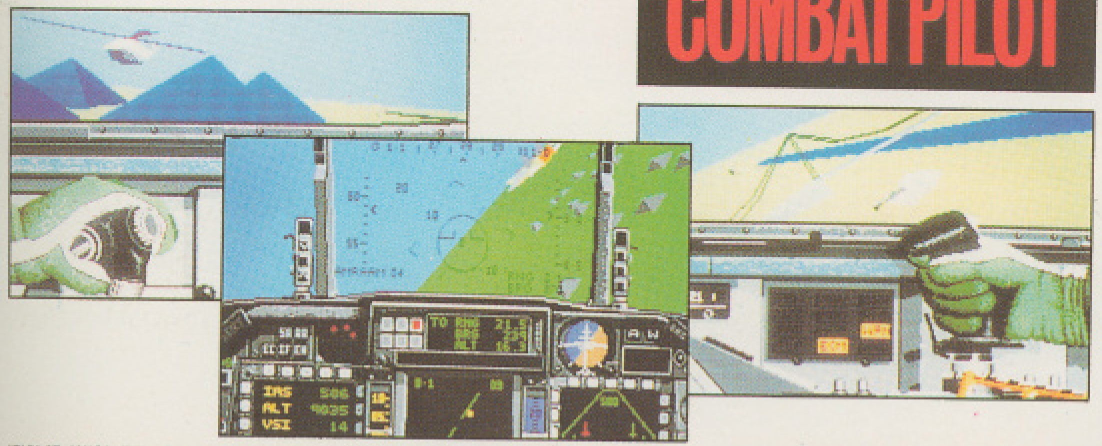




I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.



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